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For 3DO Enthusiasts

Reviews:

- D
- PO'ed
- The Daedalus Encounter
- Killing Time
- Wolfenstein 3D
- Scramble Cobra
- Flying Nightmares
- Quarterback Attack
- Virtuoso

and more!

December/January 1995/1996
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, NY 14612

3 For 3DO Enthusiasts

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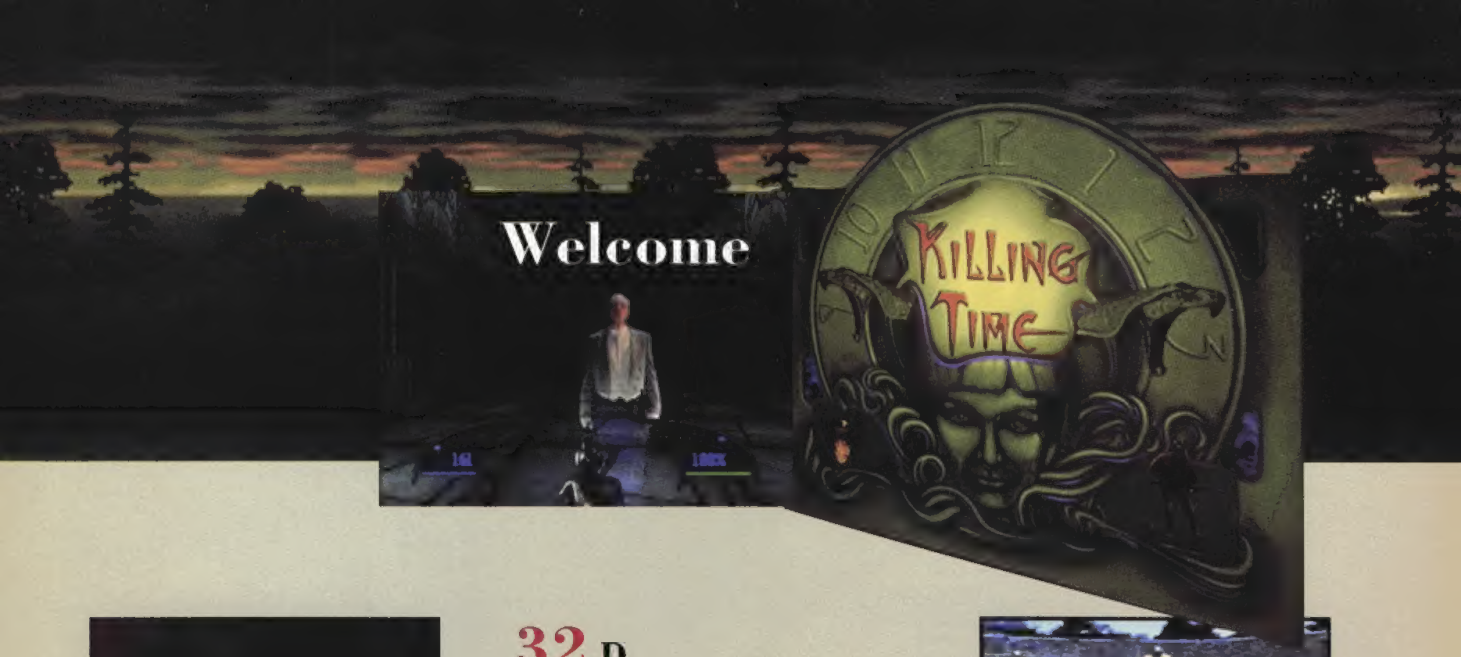

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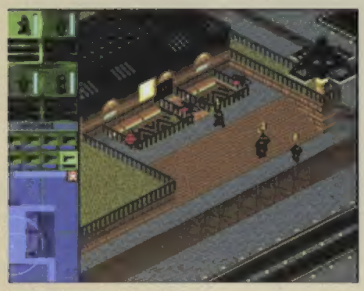

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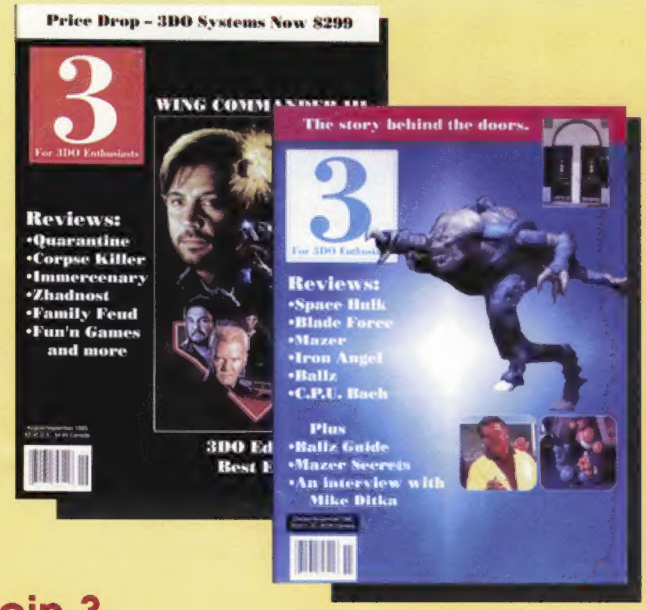

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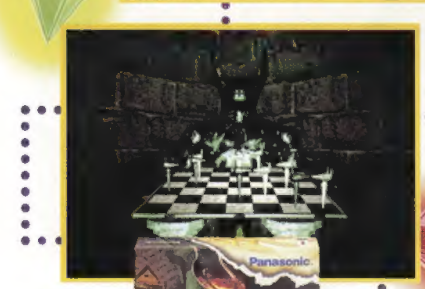
"ONE BONEHEAD CALL AND THIS

GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL

Isis

"Gotta' have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Adios, Chuckie."



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E EVERYONE

3DO

Panasonic Software Company

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Letters

Dear 3,

I am a recent subscriber to your publication and the owner of a 3DO system since early '94. I have enjoyed the system immensely and have not given into the urge to buy another 32-bit system. After all, with the M2 upgrade on the way, 3DO will once again have the most advanced hardware on the market. However, I do have some concerns regarding 3DO and the M2.

First, would it not be logical for 3DO's manufacturers to drop the price of the unit to at least $50 less than the Playstation? If the Playstation is more powerful, then why would a new buyer decide on the current 3DO system? The only reason I could think of is that it would soon be upgradeable to something far beyond the capabilities of the Playstation. But without the proper advertising, how will consumers know? Also, will the M2 be offered as an add-on to the current 3DO system, a stand alone unit, or both? I sincerely hope that the M2 will be offered as both with a price point to compete with the Ultra 64. In fact, I would hope that the add-on would even be cheaper as it would already have the 3DO CD drive to use. Finally, is the 3DO Company in financial trouble? I have been hearing rumors but find it hard to believe with their already respectable user base and their dedication to have the best hardware.

I really hope this letter is printed for I believe 3DO owners worldwide have the same questions and concerns. Also, I recently purchased Studio 3DO's "Killing Time," and it was well worth the wait! It just proves that even without M2, 3DO can still pack a punch and produce software on the cutting edge.

Steve Honey
Bethlehem, PA

Steve,

3 Magazine is an independent publication and we do not speak for The 3DO Company or the manufacturers of the system. However, your questions and concerns are on target.

Goldstar has apparently agreed with your analysis in price since they have just announced a price cut to $199. This is far less than your $50 below Playstation suggestion. Whether it should have been this low is still a question since 3DO's software library is still significantly larger than Playstation's.

Although no official announcements on the M2 have been made by the manufacturers, our information is that M2 will be offered as both an upgrade and a stand alone unit. Look for the upgrade first sometime in late spring of 1996.

Is The 3DO Company in financial difficulty? Well they have reported losses, however they just sold the exclusive licensing rights for M2 to Panasonic's mother company, Matsushita Electrical Industrial Co., Ltd. for $100 million. That should keep them in digital heaven for a little while.

Dear 3,

This is the first time I have written a letter to a magazine, and I have a question about your Fourth Dimension entertainment source for 3DO. The hours were weekdays 9-9, Saturdays 10-8, and Sundays 12-5. Why when I called on a Sunday at about 1:30 PM it said, "Sorry your party line hasn't been answered, we are going to disconnect you" and just hung up? I just wanted to ask about the M2.

Speaking of the M2, I heard all these different dates when it will be released. When will it be released? How much will it cost? I could go on, but let's get to the point. Is there going to be a 64-bit M2 add-on or not? Also, I heard in other magazines that 3DO's 1995 net lost a total of $46.3 million, and it may be forced to make a bargain-basement deal of M2's technology, and to make an offer Sega just can't refuse. Don't get me wrong but this is what it said. Enough said. Now let's put some good news into this letter.

I have to say, I give two thumbs up to Studio 3DO with their outstanding job on Blade Force. I truly believe it is the best game on the market for the 3DO. The first day I played it I couldn't stop playing. It was like my hand was glued onto the controller. Keep up the good work, Studio 3DO, and the same goes to you hard workers that do a tremendous job on 3. Thank you for all your time,

Sincerely,
Brian Lafrenaye

Brian,

Unfortunately Fourth Dimension has decided not to continue their game distribution company. This company was supplying several markets along with 3DO and their decision was based on a desire to concentrate on their distributor and video business segments.

The 3DO Company did sell M2 but not to SEGA. The technology, when released, will be under the control of Matsushita Electrical Industrial Co., Ltd. (Panasonic).

Dear 3DO,

I am an owner of the 3DO system for over a year now. When I first bought the system there were a lot of exciting games for me to play. I own over thirty games for the system, but lately I have been very disappointed. I go to the game stores at least once a week and there's nothing new. I think they need to speed up the process and get more game selection.

Sincerely disappointed,
Jose A. Rivera

Jose,

Yes, there have been some slow periods. However, the rate of game releases this fall and the rate predicted for this winter has greatly increased. Interestingly enough, the pattern is very similar to the entertainment industry and their movie releases which, although somewhat more consistent, still run heavier at certain critical times each year. It will be sometime before 3DO developers can release product on, at least, a marginal consistency as the film industry—let's just hope they do a better job.

3

"GROSS. NASTY. DISGUSTING.

SICKENING AND SLIMY. I LOVE IT!"

An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA

CYBERDILLO

"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon–a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later."

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Panasonic
Software Company

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"TO SURVIVE IN THE ZONE YOU BETTER

BE REAL GOOD OR REAL LUCKY."

A REAL Experience From The REAL 3DO Zone™, Jimmy "Whadda-Bout", CA

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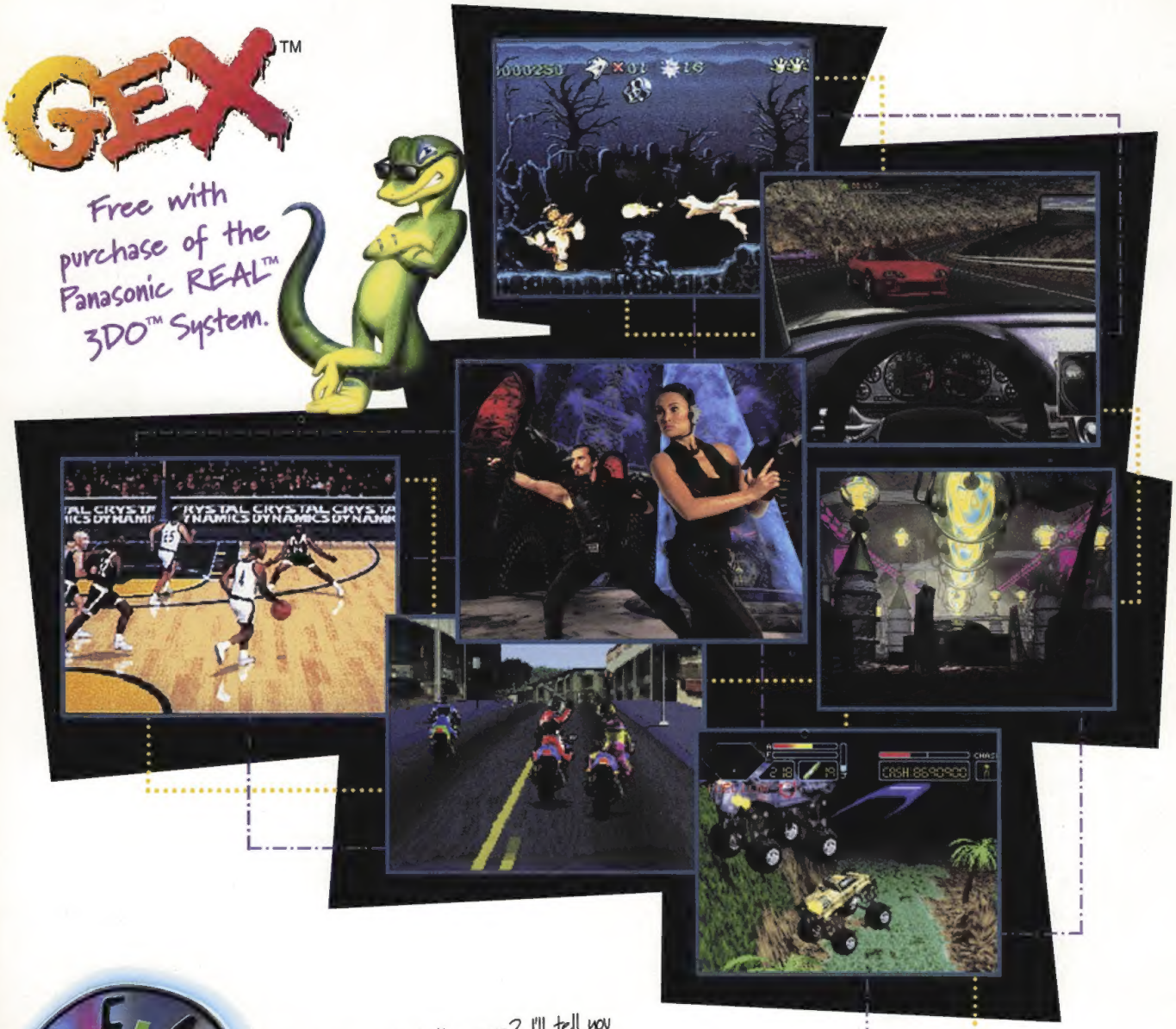
GEX™

Free with purchase of the Panasonic REAL™ 3DO™ System.



R·E·A·L ZONE 3DO

Wanna' know about the zone? I'll tell you about the zone. It's a wild place man. You got needle neck ninjas, assorted alien mutants, and in your face sports. Yeah, it gets real nasty. A couple of rounds of testosterone producing action and your blistered thumbs will be smokin'. And the only way to get in there?... with a REAL 3DO System. You know, the one from Panasonic. Crazy-cool 3D graphics, slammin', full motion video and CD quality sound that'll have your earwax pouring out like lava. You best bring a change of undies if you're goin' zonin'. See ya. ■

Panasonic
R·E·A·L™
3DO INTERACTIVE MULTIPLAYER™

What's Up!

3DO News, Product Announcements, and More!

$100 MILLION

MEI Purchases Exclusive Rights to M2 technology from The 3DO Company

THE 3DO COMPANY

The 3DO Company and Matsushita Electrical Industrial Co., Ltd. announced that they have signed a Memorandum of Understanding to be followed by a definitive agreement to become partners in the development and exploitation of 3DO's 64-bit M2 graphics technology. Under the agreement, Matsushita will pay 3DO a $100 million license fee plus additional royalties. Matsushita in turn will have the exclusive rights to use the M2 technology to power next-generation consumer and commercial products including 64-bit video games, Digital Video Disc players, and interactive television set-top boxes.

Also, the 3DO Company, in a move to reflect 3DO's new business directions, announced the promotion of Hugh Martin from Chief Operating Officer to President of The 3DO Company. Trip Hawkins will remain Chairman and Chief Executive Officer of the company.

TOM CLANCY WOULD LOVE THESE

Panasonic Interactive-Media Company has released Carrier: Fortress at Sea. Based on the Discovery Channel's documentary of the same name, this multimedia title puts users on the flight deck and below decks of the aircraft carrier *Carl Vinson* to experience firsthand the workings of the world's largest warship. The Captain's Pass module allows you total access of the entire ship, including meetings with the crew, the Captain's desk, or even an opportunity to get behind the ship's controls. 3-D graphics, realistic sound effects, still photos, narration, historical film footage, and scenes from the documentary are all features that help to bring this multimedia "infotainment" to life. Carrier: Fortress at Sea is now available at a suggested retail price of $59.95.

Panasonic Interactive-Media Company also released Scramble Cobra™, a game allowing you to hover, circle, and attack in your Cobra chopper as you terminate the enemy and protect the allies with Vulcan cannons, missiles, and napalm. You have ten missions to complete, the first five of which are selectable. You also must protect allies and shield cities against invasion. Scramble Cobra features real-time audio advice from the commander during your attacks, texture-mapped polygon images, and the ease of flying backward, forward, or circle, as well as two other modes for aces looking for the real thing. Scramble Cobra is now available at a suggested retail price of $59.95.

Based on the successful Discovery Channel series, CARRIER explores a US Naval aircraft carrier from Bow to stern with maps, pictures, videos, and interviews with all key personnel. A must for any Tom Clancy fan.

SHOCKWAVE2

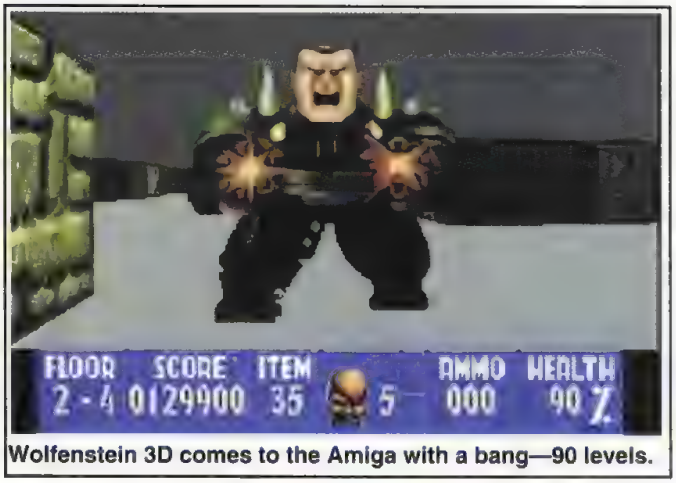
Electronic Arts has announced the release of SHOCKWAVE 2: Beyond the Gate. Twenty years following the alien wars, human civiliation expands throughout the solar system. Many abandoned alien sites are pillaged and piracy extends to raiding the colonies. You are Captain Avery Flynn, Commander of the pirate hunter Cortez. You and your crew are thrown into another solar system, and you don't have the code to get back through the Jumpgate. The story unfolds as you discover new worlds and civilizations, combat hostile alien forces, and solve devious puzzles set forth by the enemy, all in order to accomplish your mission.

ShockWave2 has new vehicles, a variety of weapons, more interaction with your computer (ICE), a new cast and more. The special effects and computer generated characters have become a major part of the story. ShockWave2 should be released in January, 1995.

OVERCOME THE ODDS

Studio 3DO has released Wolfenstein 3D, an interactive shooting experience which places you deep in the heart of Castle Wolfenstein, the feared Nazi prisoner-of-war camp. It

SHOCKWAVE2
With this crew ever vigilent (top), no wonder you ended up on the wrong side of the gate. Shockwave 2 offers new worlds, new vehicles (middle), and new aliens (bottom) to a great storyline.



Wolfenstein 3D comes to the Amiga with a bang—90 levels.

is packed with heavily-armed soldiers and guards rumored to be the product of twisted biological experiments. All you have is a knife, a pistol, and your wits to get you through all ninety levels of Wolfenstein 3D. Features include hidden vaults full of treasures, medkits, and power-ups. Also, secret rooms and corridors lead to more of these treasures and weapons. Winner of Computer Game Review's "Golden Triad Award", Wolfenstein 3D is now available.

Studio 3DO has also announced the release of Cyberia, a futuristic interactive adventure in which stunning graphics take you through a realistic electronic experience as you control your synthetic character through intense action sequences and mind-bending puzzles. The game features sound effects and musical scoring by Thomas Dolby's Headspace, unique game-play combination of action/arcade and adventure/puzzle solving, and multiple story lines and plot paths to provide replay value and game depth.

PANASONIC'S NEW DEAL

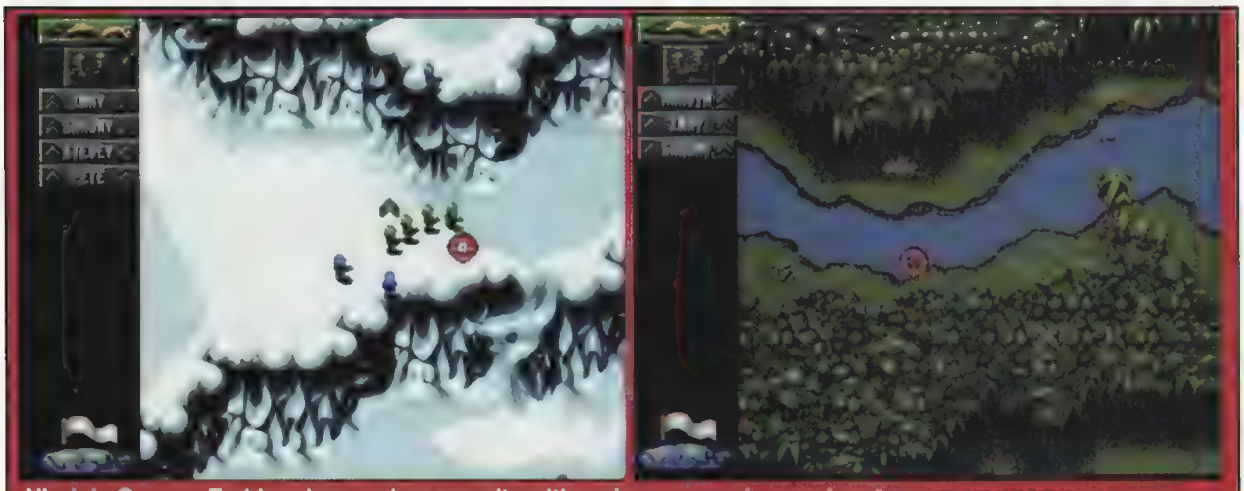
Consumers who purchase a Panasonic REAL™ 3DO™ Interactive Multiplayer™ system or selected software between now and January 31 will receive free software or a game controller during a new holiday promotion. With the purchase of the FZ-1 or new FZ-10 32-bit systems, customers will receive a mail-in coupon good for an extra control pad and a free copy of *Super Street Fighter II Turbo* ™. Total retail value of the package is $109.90, and the FZ-10 still comes bundled with the hit title GEX™, so buyers of this unit will actually receive two free software titles in addition to the extra controller. A second holiday offer, good for those who already own a REAL 3DO Interactive Multiplayer system, allows the owner to buy any two titles from Panasonic Software Company and select one of the following titles free: *Burning Soldier, REAL Pinball, Wicked 18, Guardian War™, Fun N Games™,* or *Strahl™.* Retail value is between $49.95 and $69.95 depending on the title. Consumers must send a coupon along with a proof of purchase, a copy of the receipt and a check to cover shipping and handling.

WHAT'S IN A NAME?

Reacting to the rapidly expanding market for interactive multimedia products, Matsushita Electric Corporation of America (MECA) has reorganized the former Panasonic Software Company and changed its name to Panasonic Interactive-Media Company. The newly renamed company's expanded scope of operations will include sales, marketing and development of hardware and software products, as well as publishing of a wide variety of interactive software game and educational titles.

VIRGIN INTERACTIVE

Virgin Interactive Entertainment announced that the 3DO version of the highly-popular CANNON FODDER is available as of November. Created by Sensible Software in the U.K., CANNON FODDER allows the player to take on the role of a military big wig, leading 360 eager young recruits through the toughest of missions. There are 24 separate missions,


Virgin's Cannon Fodder places micro recruits with major courage in your hands.

Lost Eden is a mythical journey to unite man and dinosaur together to combat a common enemy.

divided into 72 stages, each more complex than the last. Players will lead their troopers through the jungle and the chasm-ridden desert, as well as over the Arctic wasteland and through the underground enemy base. Go through sixteen different ranks, from private to a four-star general, simply by successfully completing each mission.

Virgin Interactive Entertainment also announced that LOST EDEN, a graphic eco-adventure game, is available as of November. Developed by Cryo, Ltd., LOST EDEN will transport the player to another place and time where mankind and dinosaur peacefully co-exist. As Adam, you will enlist the help of Dina, a dinosaur, to match wits against Moorkus Rex and his carnivorous army of dinosaurs. The solution lies in building huge citadels to fend off the carnivore attacks, but the knowledge of these great constructions is now lost. The game features third-dimesionally rendered graphics that provide the backdrop, a unique, spinning icon cursor guiding users and providing clues at crucial moments throughout the game.

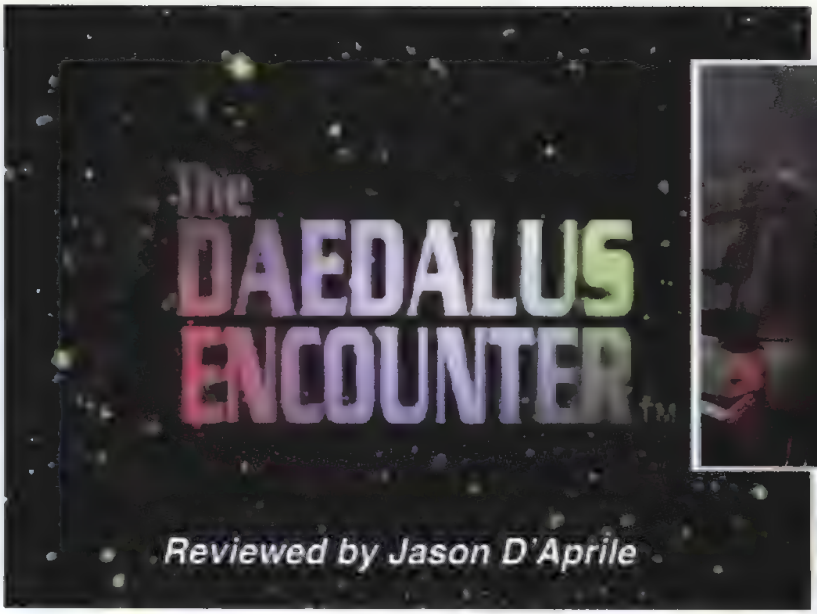
INTERPLAY

Interplay Productions announced the release of the award-winning sequel *Alone in the Dark 2* ™, available for the first time on a game console. The original *Alone in the Dark* comes packed free inside. Features of the new *Alone in the Dark 2* include over 50 hours of game play requiring strategy, quick thinking, and sharp reflexes. It includes over 70 new characters and hundreds of detailed 3D objects to keep gamers in suspense. "*Alone in the Dark 2* is bigger, tougher, and better than the original and has excellent 3D polygon rendered graphics for the 3DO platform," said Vince DeNardo, Interplay's producer for the game.

PANASONIC SOFTWARE

Panasonic announced the upcoming release of "Bust-A-Move," a game for the whole family. The goal is to shoot colored bubbles so they touch three or more bubbles of the same color, causing them to burst. There are 100 stages of play that you can either play solo or go up against another player or the computer. Some game features are selectable skill levels to suit all members of the family, a save function allowing you to save the game and continue playing later, and a demo screen to give handy tips on how to play.

Bust-A-Move is a new one and two player game of bursting puzzles and concentration.



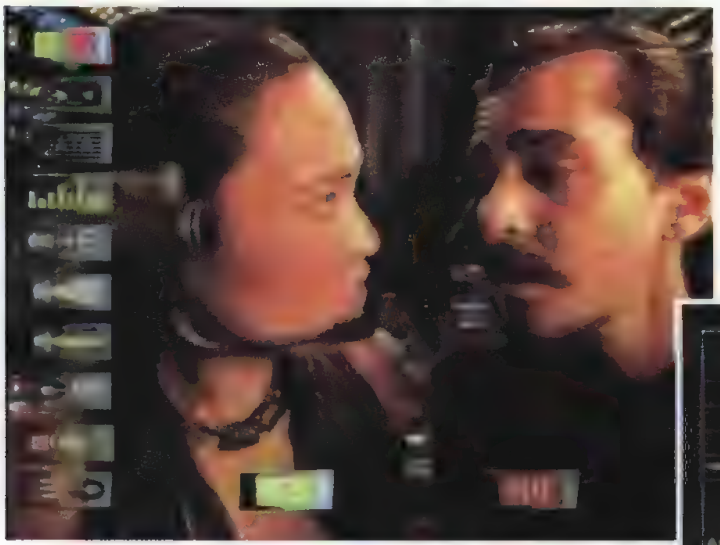
First you lose your body, then you lose your mind.

It sure seems like Panasonic is releasing a lot of Full Motion Video (FMV) games lately. Strahl was released earlier in the year, now D and The Daedalus Encounter, and it seems as if there are more on the way from Panasonic and other manufacturers. The Daedalus Encounter is about as radically different from D as two FMV games could be, though. Daedalus uses live action characters (notable star power in the game: Tia Carrere) and the actual gameplay of Daedalus is almost completely confined to little mindbending puzzles on the many door locks that you run into during the course of The Daedalus Encounter's 4 CDs.

I like puzzle games well enough and Daedalus contains some interesting mind teasers, but overall I like games despite the Full Motion Video and almost never because of it (notable exceptions being D and a nostalgic soft spot for the Dragon's Lair games). Wing Commander 3 is a perfect example—a fantastic game that kept me consistently on the edge of my seat, and, oh yea, wasn't there some live action video in the game, too?

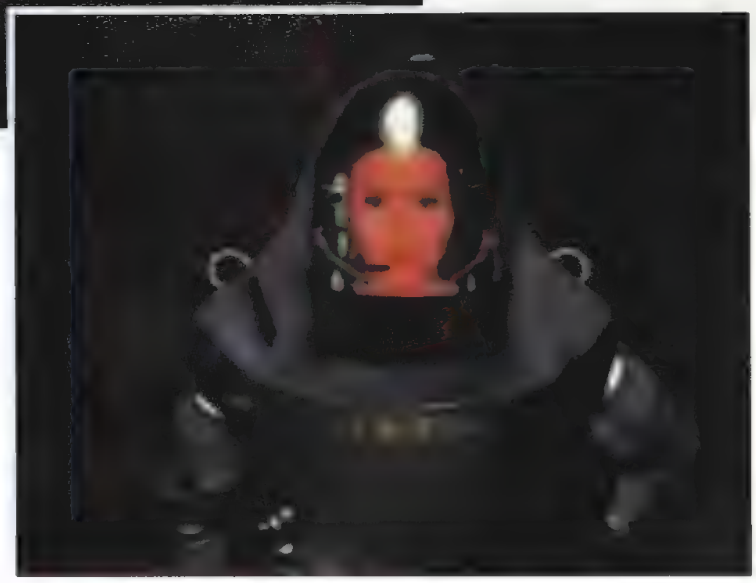
Daedalus has plenty of entertaining video sequences, and the acting, writing, and directing are all very competent. The computer generated sets aboard the vast, very beautiful alien space ship are terrific and the sound quality of the game (both the music, actual atmospherics, and sound effects) is absolutely first rate.

Indeed, everything about the presentation of the game is superb. It is the actual game that I have a problem with. Given the high tech look, feel, and effort put into the game's presentation, the interactive parts of Daedalus seem downright primitive.



Your friends (above) decide to keep the old team together by shanghaiing you into their salvage business. Now all you can do is monitor your external probe's progress through your menus and analyze (right) what it finds.

Computer Technology: Through the use of computer generated sets, aliens, and even space suits, the actors travel around the galaxy and never leave the studio.



The non-puzzle scenes seemed lame (generally either Dragon's Lair style control, or primitive shooting sequences) and the puzzles, while sometimes fun and involving, tended to get old after a while as well. The game's worth is almost completely left to the strength of its full motion video and how involving a storyline it contains.

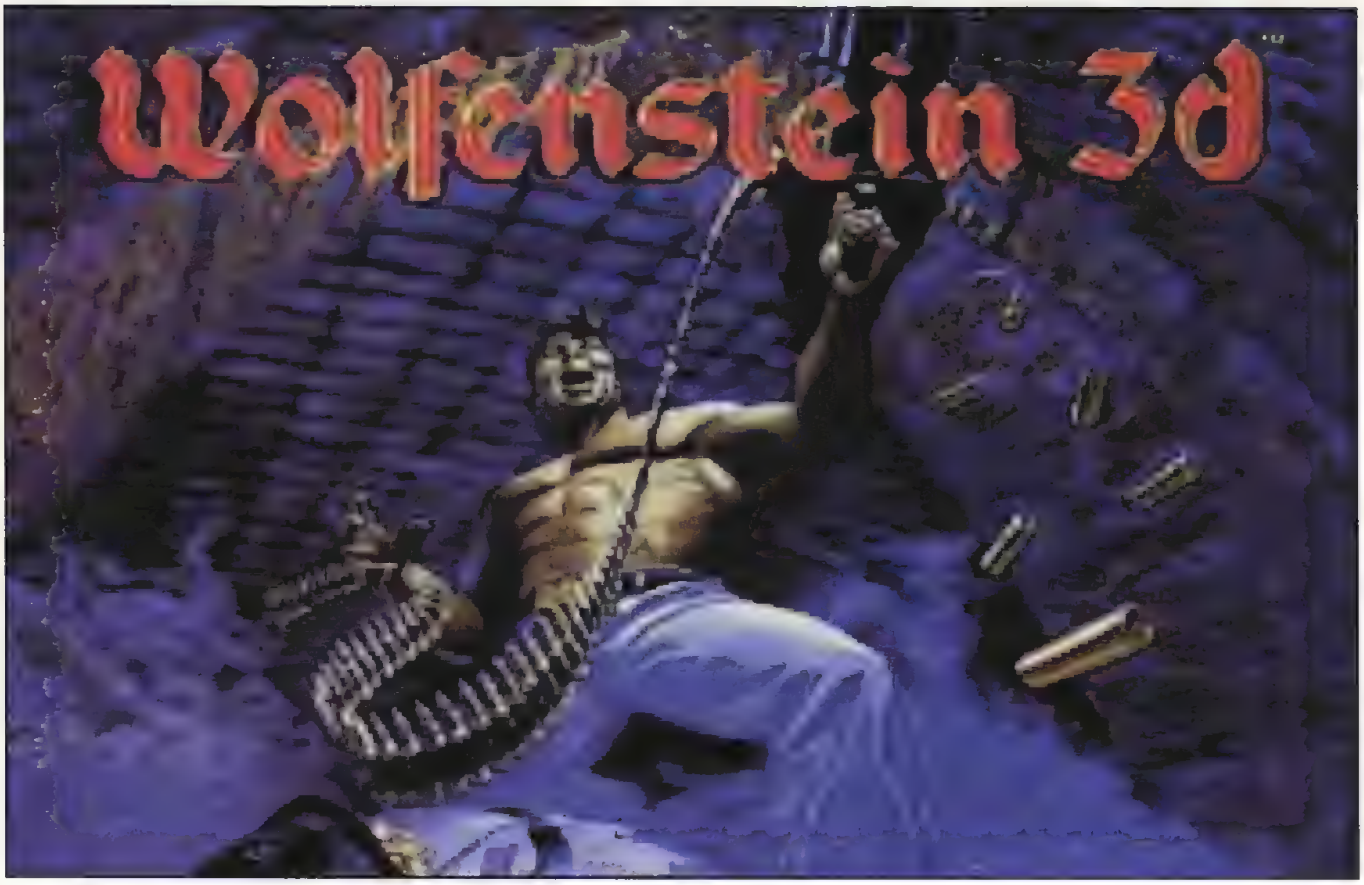
Fortunately, Daedalus' plot is very good. At the beginning of the story, you see the last battle of an intergalactic war and the destruction of your fighter ship. Your two crewmates (Tia and the other principle, an actor named Christian Bocher) manage to eject unharmed. You on the other hand are badly hurt and you wake up to find only your brain has survived and it is confined to a life support chamber. Soon after, your crewmates discover they have crashed into a vast alien spacecraft which is heading directly for the present solar system's sun. So, you, controlling a versatile mobile probe, must solve the mysteries of the ship and find a way to change the ship's course in order to save your companions' lives.

Throughout the game, the developers have added plenty of little jokes, references, and homages (both visually and in the dialogue) to past science fiction movies (notably the Alien films). The personalities of the two characters are straight out of the sci-fi main archetypes. While there is little originality in the plot or the execution of the story through the video, Daedalus is entertaining to watch.

The Daedalus Encounter lacks the option to skip through video sequences that you have already seen, however, Daedalus automatically saves your game and, very conveniently, lets you go back to any previous scene at any time. Daedalus also allows multiple saves and it has varying difficulty levels that you can change at any time by returning to the main menu screen.

The Daedalus Encounter is an extremely good looking game, with great sound and excellent Full Motion Video. And, while a game should have a strong emphasis on interesting plots and character, it needs to be innovative and strong in other respects—namely interactivity and play value. The puzzles that Daedalus throws at the gamer are fun and challenging overall, but on the whole the game lacks diversity and any real innovation in regards to the game play. The Daedalus Encounter is recommendable for its visual and audio entertainment and to a slightly lesser extent for its thought inducing door lock puzzles.

3



Reviewed by Jason D'Aprile

In the last five years, several key evolutionary games have reshaped the entire industry—in both how new games are made and how they are played. For the bulk of console and arcade gamers, Street Fighter 2 was the catalyst in the evolution of the species, but PC gamers also had their own revolution in gaming that would soon come to at least equal dominance and importance. The new genre was the 1st person shooter and the game was Wolfenstein 3D.

Wolfenstein was revolutionary (and, indeed, evolutionary) for several reasons. The first was how it was marketed. You could download the first few levels for free, play them through, then, when you were hungry for more, you could buy the full version. The marketing plan was an unbelievable, resounding success that was even more successful with the industry shaking game, Doom. But, more than that, Wolfenstein brought about an engulfing, pseudo 3D environment, viewed from the ever in-your-face 1st person perspective. It was fast, good looking, and eminently playable and, after 3 years, it still is.

Escape from your cell and work your way through the Nazi stronghold as you collect weapons, food, and treasure. You will battle the assorted henchmen and soldiers and discover the secrets of Castle Wolfenstein.

Wolfenstein 3D is essentially a high tech homage to Muse Software's classic computer game Castle Wolfenstein, an incredible game when first released in the heyday of computers like the Apple II and Commodore 64. In Wolfenstein, you were a POW during World War 2 being held in the fearsome Nazi prison, Castle Wolfenstein. You had to search for weapons, armor, uniforms, and, most importantly, some way out.

Wolfenstein 3D manages to keep most of the remarkable elements from

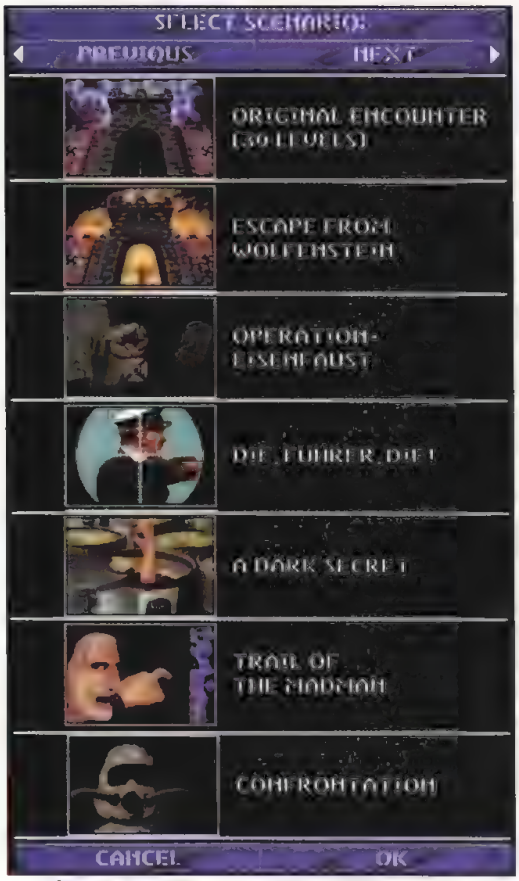
the classic original intact in some form or another. Even though there isn't any way to stick the guards up and steal their uniforms, the game has you spending a lot of time searching for items, weapons, food, as well as all sorts of secret passages and goodies.

The 3DO version of Wolfenstein 3D has the original Wolfenstein 3D plus Escape from Castle Wolfenstein. Wolfenstein 3D for 3DO is several games in one containing a whopping 90 levels grouped into different missions. Wolfenstein 3D certainly packs a punch in terms of game life.

As the forerunner to Doom, it is very easy to see the early workings of Id's later games here. Wolfenstein uses maze-like passages, tight corridors, and open rooms—all swarming with death dealing enemies—to excellent, suspenseful effect. The graphics were created in a very cartoony, flat manner, but still look quite good. There are no ceiling or floor textures, however, and only the occasional ceiling light, potted plant, or dead Nazi add variety to them. The walls are made from various textures and there is a good variety of Nazi opponents. Unlike 1st person shooters today, the enemy and objects are completely two dimensional and are always facing you (Monster Manor's villains were the same way).

In the end, Wolfenstein is still a lot of fun to play and extremely addictive—especially if you have not played the PC version. Wolfenstein 3D is the epitome of a true gaming classic. Its sharp graphics, smooth, fast paced scrolling, and involving, addictive gameplay keep it worthwhile even today. Helping its longevity is the fact that the game takes place during one of the most interesting eras of the 20th century (WWII) and uses the most universally hated group on the planet, the Nazis, as its enemy cannon fodder. There are plenty of 1st person shooters on the 3DO (more than any other system, save the PC) and most of them have advanced, evolved, and/or changed the genre past Wolfenstein 3D's simplistic play. Still, Wolfenstein is a solid, entertaining play. If you love 1st person shooters and have not already stormed through the previous PC versions, then Wolfenstein 3D is definitely worth your while.

Wolfenstein 3D is the epitome of a true gaming classic. Its sharp graphics, smooth, fast paced scrolling, and involving, addictive gameplay keep it worthwhile even today.



There are 90 levels in the 3DO version of Wolfenstein 3D which offers players several different scenarios.

Wolfenstein 3D utilizes the world's universal villains, the Nazis of WWII (above and right).

3

Studio 3DO's triple pun title offers a bizarre and entertaining diversion.

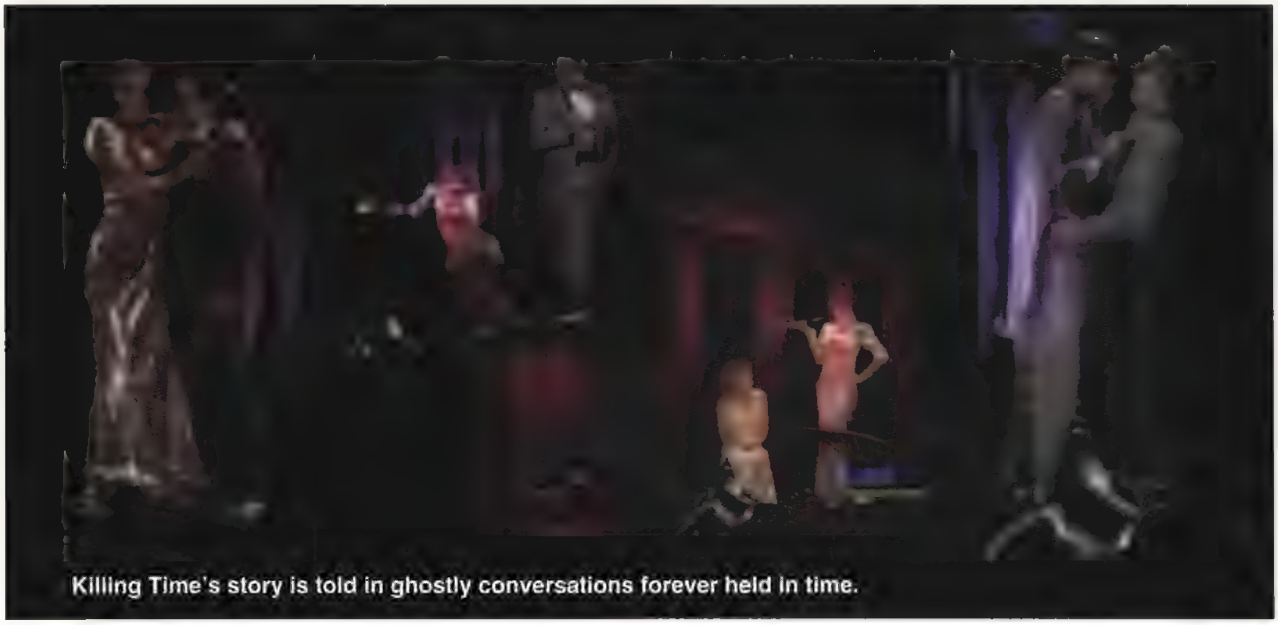
by Jason D'Aprile

As the 3DO system moves forward to combat and keep pace with the onslaught of competition from both Sony and Sega, its biggest asset might not be software volume but experience. The 3DO system is now in a state of 3rd generation software development and, as marketing positions and development teams mature, the most prevalent and important developer of cutting edge, system pushing 3DO software may well be Studio 3DO.

Killing Time is a good marker of this progress since it is, in essence, a sequel to one of the very first 3DO games, Escape from Monster Manor. Look through the credits of both games and you will find that many of the same individuals from Monster Manor have set their touch to Killing Time as well. Killing Time also continues the upward trend set by past 3DO first person shooters, thus maintaining the 3DO system as the premiere gaming platform for this style of play.

On the whole (though still staying well within the set precepts of the genre), Killing Time is remarkably innovative. Once more, you are a lone, gun-wielding, investigator who must explore a haunted mansion replete with the souls of the damned—who are all, of course, armed and dangerous. You pick up new weapons, power-ups, ammunition, and items simply by walking over them.

Fallen enemies leave behind goodies such as guns and ammo.



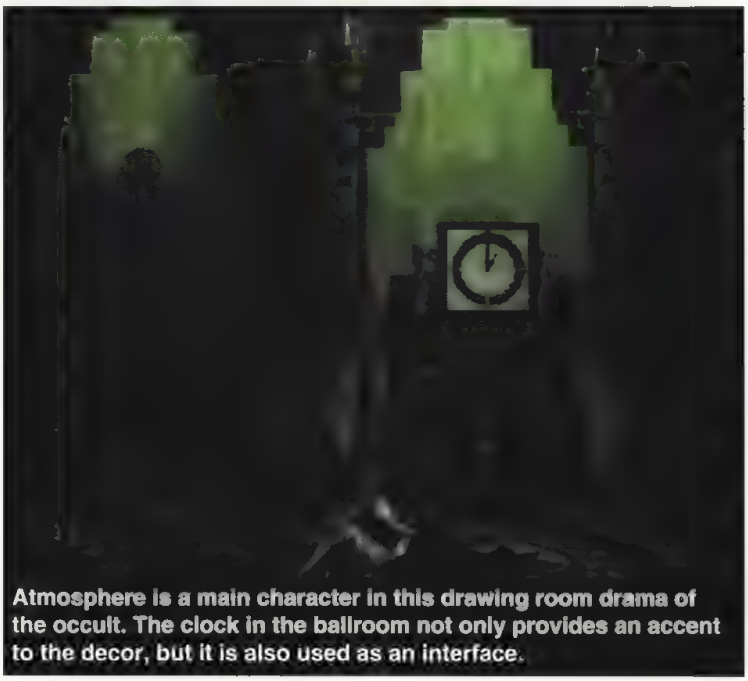
Killing Time's story is told in ghostly conversations forever held in time.

There are secret doors to discover and puzzles to solve. Of course, these elements taken on their own are not an evolution in the genre as far as any actual developments in gameplay. While Killing Time doesn't have as much of the scoping, vertigo inducing freedom of motion afforded by games like P'Oed and BladeForce, some players have experienced mild problems after playing the game for some time.

Killing Time allows you to look up, down and all around, but you cannot jump, duck, or crawl, and these abilities would have come in quite handy during the game. The innovations in Killing Time are still readily apparent, though. Instead of opting for interrupting full motion video sequences that cut into the game play, Killing Time merges video sequences into the game itself. In various rooms of the house, you will encounter apparitions replaying a scene from their life. These sequences further the story, and provide clues as to what happened in the Conway Estate's mansion on the island of Mantinicus.

Digitized actors play out the ghostly video sequences as well as most of the enemies. The other monsters are 3D rendered and, unlike Monster Manor, 3 dimensional,

The characters in Killing Time look great, and the game contains some of the finest use of in-game live action I have ever seen.



Atmosphere is a main character in this drawing room drama of the occult. The clock in the ballroom not only provides an accent to the decor, but it is also used as an interface.

Villains:
Your adversaries range from uninvited hunters, mutated insects, drunken guests, and mean spirited maids.

allowing you to sneak up behind them, and see them from all sides. The characters in Killing Time look great, and the game contains some of the finest use of in-game live action I have ever seen. The lack of video sequences during the game acts as a big plus overall, especially given the amount of full motion video games on the market. Ironically, aside from the neat opening sequence, one of the game's bigger flaws (from a storyline perspective, anyway) is its climax sequence, which is handled through a non-interactive and more than a little confusing and unsatisfying manner.

Killing Time carries a suitably ghoulish variety of undead villains to dispatch, and a nice selection of guns to find and use in your fight.

The island estate that Killing Time takes place on is extremely impressive; from dank, dark sewers, maze gardens, kitchens, exquisite 1920-30's decor, and Egyptian temples, the Conway Estate is a visual spectacle. The scenery is interesting and atmospheric, containing appropriate furnishings and attention to detail.

Greatly adding to the mood is the fantastic soundtrack, atmospheric sounds, and creature audio effects. Every section of the game has its own accompanying musical selection, some with vocals. The terrifically done sound not only gives Killing Time one of the finest overall soundtracks around, but, in conjunction with its excellent visuals, makes it an extremely engulfing and addictive exploration experience.

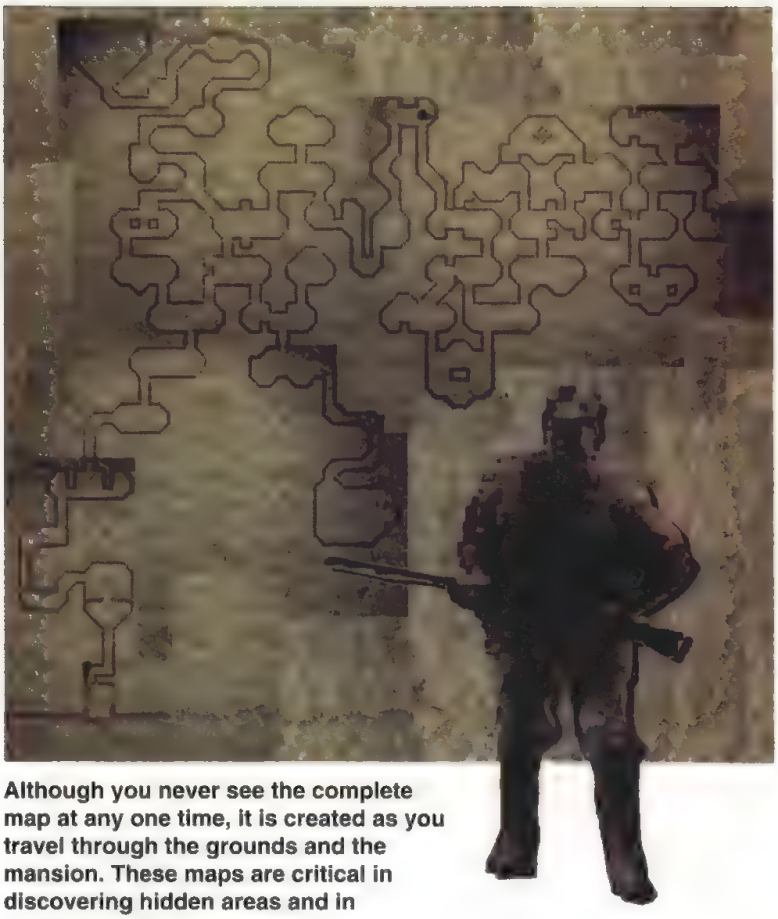
Killing Time also offers a great new contribution to this genre—continual exploration through the many different areas of the mansion and its surrounding grounds. Unlike

every previous first person shooter, Killing Time doesn't stop the game to load up a new area after completing the previous level. Instead, the house and its grounds are all intertwined, allowing you to move between the various areas looking for keys, items, passageways, and doors whenever you need to. This lack of access time and restriction makes Killing Time a much more interesting and cohesive game than the usual level by level, don't look back style of its predecessors.

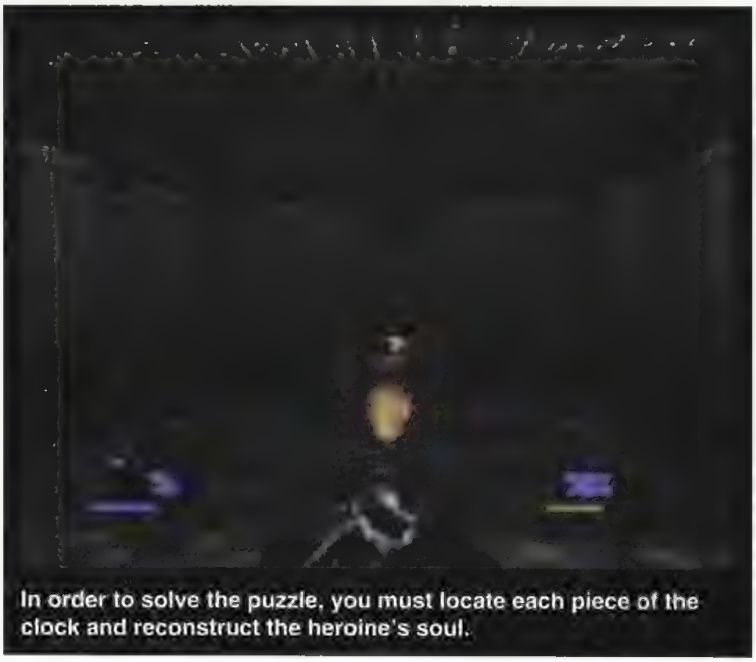
Killing Time offers a choice between the standard controller and the flight stick, and (as usual) the flightstick affords the game more convenient control—due especially to the top-hat control which allows instant, simultaneous access to left and right sliding, and up and down viewpoints.

Control is good overall no matter what you use, but the Killing Time's response is extremely sensitive, almost too sensitive—especially when first beginning to play. The game control is so quick and smooth that you need to be extra careful not to over turn as you pivot around to sight enemies. Interestingly, Killing Time has a quick turn around function which allows you instant access to what ever is behind you. Changing weapons is a little on the slow side, however (even though it only requires pressing one button on the flight stick). The automap feature has some problems as well in that you can only see the area which you are currently in, but not the surrounding mapped areas. Also, the automap sometimes has a very poor memory about already explored areas which is especially annoying when you find yourself lost.

Killing Time carries a suitably ghoulish variety of undead villains to dispatch, and a nice selection of guns to find and use in your fight. The most extravagant and unusual weapon is the flamethrower, however, and I would have really liked to have seen some unique, supernatural weapons in the game (perhaps a hand-to-hand



Although you never see the complete map at any one time, it is created as you travel through the grounds and the mansion. These maps are critical in discovering hidden areas and in maintaining your bearings.



In order to solve the puzzle, you must locate each piece of the clock and reconstruct the heroine's soul.

You are greeted in style (top) to this flapper's mansion where the party has never stopped. However, while some members of the household maintain decorum, others are more than a little miffed at their predicament.

weapon like a magic sword, or something similar).

For those like myself who really enjoy a good 1st person adventure, Killing Time is very hard to put down with its continuing storyline, mysterious atmosphere, fun blasting action, and great presentation. And, on the merits of its genre, Killing Time is very successful. It melds mystery, atmosphere and intelligence with intense action and plenty of violence. Where the game ironically tripped up, however, was in the testing stage.

The major glitch in Killing Time is critical and it will force you to stop playing and completely reload. If you save your game while the glitch is active, then the glitch is saved with it (which is how I discovered it) forcing the player to restart. The glitch creates strange graphic artifacts on the screen—distorted patches of the texture maps appear erratically and eventually corrupt the whole game screen, sometimes even turning it pitch black except for your gun hand and display wings. A couple of times, even the flightstick control became unwieldy (though this may be another glitch entirely).

The glitch seems to stem from an error in the continuous access needed to move from one area to another (when the new music and texture mapping get loaded into memory). The glitch may or may not be averted by actually going slowly when crossing from area to another and may be more predominate in certain areas (I encountered it a lot in the area around Osiris Hunting and Maids in the Shade, though it could just as well have been a coincidence).

The big question is how could something like this have gotten by what should be rigorous testing practice, especially given that Blade Force (also by Studio 3DO) contained several unlooked after bugs. Indeed, a thing like this could very well undermine Studio 3DO in the future. Studio 3DO is actively engaged in tracking down the glitch and correcting it, though at the time of this writing, there was no word on how the situation is going to be handled. Suffice it to say, it is probably a good idea to send in those warranty cards. Also noteworthy is that not everyone is encountering the glitch.

Can I recommend Killing Time? Yes, unquestionably. It is a first rate production with its visual and audio presentation, and involving, addictive gameplay. The exploration of the many atmospheric game areas is interesting and entertaining. The gameplay, even despite the over sensitivity, is easy and fun to get into, and Killing Time is definitely a lot of fun. Killing Time brings some new and innovative features to the 1st person shooter table with a flair and visual panache that is to be commended, and not even an unsightly glitch can ruin Killing Time's merits.

3

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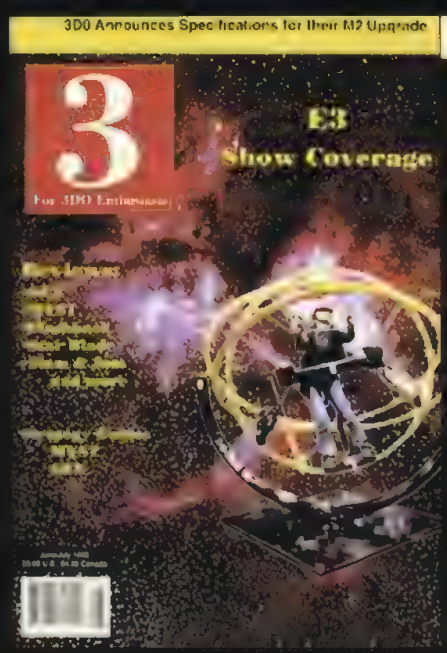
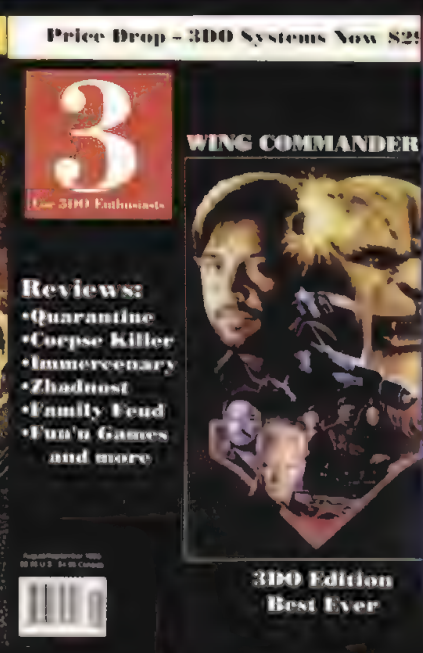




3 Magazine—the First and the Best!

Tom Kite and internationally known sports psychologist, Dr. Bob Rotella, team up to give you your own private coaching staff.

Reviewed by Wayne Arruda

Every now and then you come across a product or an idea that makes you think "I wish this was around 10 years ago!" The ESPN Golf series is just such a product. This is a tutorial program designed to improve your real golf game. If you are looking to play a round on a cold Winter night, you will have to look elsewhere—this is not a game. If you are looking to improve your golf game, keep reading.

In this three disc volume, you are walked through stroke-saving shots, sand shots, trouble, and special shots.

ESPN has teamed up with pro golf's leading money winner, Tom Kite and internationally known sports psychologist, Dr. Bob Rotella, to give you your own private coaching staff. In this three disc volume, you are walked through stroke-saving shots, sand shots, trouble, and special shots. In the companion volume, "The Full Swing and Putting," other aspects of the game are covered.

Over the years, I have taken "live" golf lessons, read books, and watched videos in the quest for an improved golf game. While obviously the best, "live" lessons are expensive and hard to come by. Books are helpful but they can't show movement. Videos are better, but they tend to be difficult to use due to the

Get A Grip! Tom Kite's instructions on the proper grip also include detailed instructions on stance, and swing.

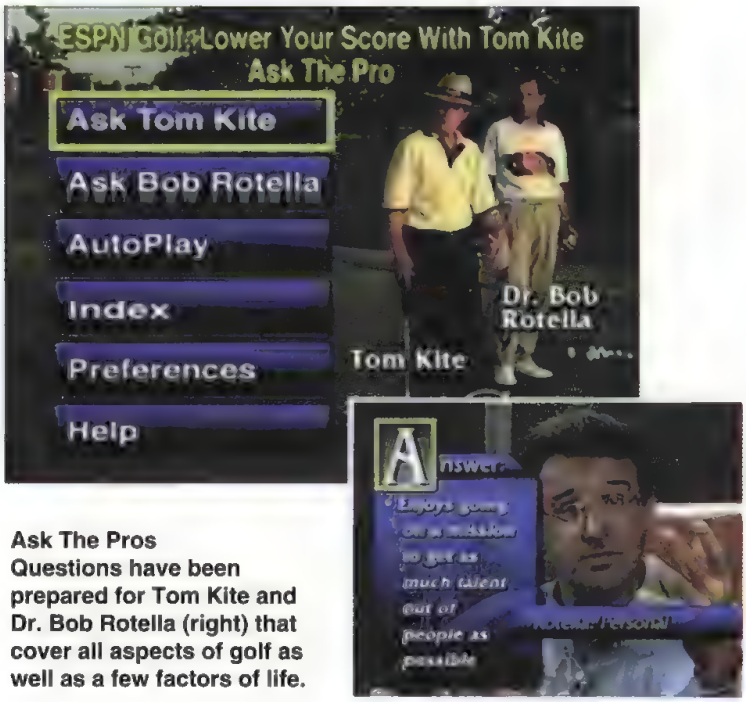
Video Production
The quality of the instruction is heightened by the use of multiple cameras, graphic overlays, slow-motion, close-ups, and more.

Complete Information
Tom Kite takes the time to fully inform his audience by completely covering each subject with detailed instructions.

linear character of the medium. If you want to find and review a certain shot, you have to hunt back and forth to find the correct location on the tape.

After comparing my past experiences with the information on this title, all I can say is "thank you". Not only can I access any topic I want in any order, I can see the mechanics of the swing, and receive insights from one of the games great players.

Lower Your Score takes full advantage of the 3DO player's unique interactive capabilities. By combining live action video and graphics, Tom teaches you how to save strokes and improve your game. I constantly



Ask The Pros
Questions have been prepared for Tom Kite and Dr. Bob Rotella (right) that cover all aspects of golf as well as a few factors of life.

Sand
Tom Kite explains sand problems and cures from every venue using visual aides and common sense.

found myself in front of the TV, golf club in hand, thinking "that's why it went in the woods!" This is a great off season learning tool. Just remember, golf is an outdoor game; try not to swing the club into anything nearby.

You will notice that I have said little about using the title. Lower Your Score is extremely simple to use. Navigating through the title was easily accomplished due in part to the simple point and click interface. You can set the player for autoplay and the 3DO system will walk you through the lessons, or you can use the index and find the exact section that is giving you trouble.

Keep in mind, this is a three disk set, the volume of material covered is impressive. From pitch shots from the rough to bump and runs, disks one and two cover just about any situation you may encounter.

Ask the Pros

The third disk contains the "Ask the Pro" section of the title. This section provides interactive "how to" coaching which allows you to ask Tom almost any question about your shooting game.

This section also allows you to receive insights from sports psychologist Dr. Bob Rotella. Golf is known to be one of the most mentally demanding sports. A proper mental attitude is key to successful play. Here Dr. Rotella provides invaluable advice on how to stay focused and how to handle difficult situations on the course from a psychological perspective. Users will find this to be a treasure chest of insight and advice that will help their game in unexpected ways.

Getting it All

From the rough to the green this title has it all. If you or someone you know is looking for a powerful learning tool that will help lower your score, check out the ESPN Golf series. If only this was around 10 years ago!

3

Virtuoso is really three versions in one game.

Reviewed by Jason D'Aprile

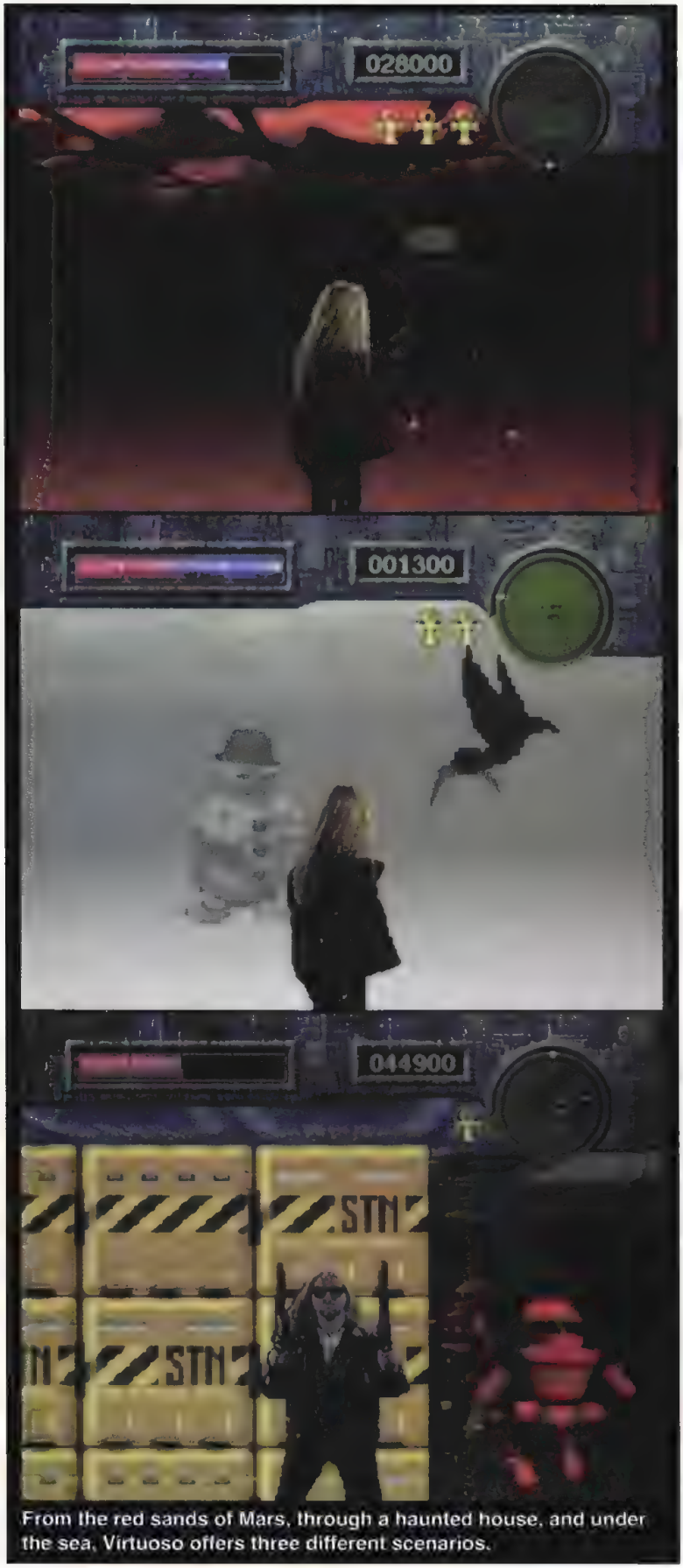
In case you had not noticed, the future of gaming is in 3D worlds. Doom was really the lead up to this new trend and the 32+ bit machines and powerhouse PCs are making true 3D worlds possible. Virtuoso, Data East's first 3DO title, is a compromise between the 1st person Doom style and the new 3D gaming environments. And frankly, it is not particularly successful in either case.

In Virtuoso, essentially a Doom clone with your character in the way of your line of sight, you play a bored, heavy metal icon who, in order to get away from his meaningless, groupie mobbed, shallow existence, plugs himself into a virtual reality game system and... And that's it. He doesn't get trapped by some evil AI, he isn't fighting for his life, hasn't met the devil in the machine. He's just playing a game. Just like you. So much for an interesting, grabbing storyline.

Sideways: Sometimes it is better to dodge to the side and inch your way to your objective.

Three Distinct Worlds

Virtuoso has three different worlds to explore, each with around 8 individual sections. The object is to score points by finding bonuses, killing lots of weird computer creeps, getting the key to the next level, and then finding the exit. Throughout the levels, you will discover bonus containers which have various sorts of goodies in them—weapon power-ups, points, radar, maps, smart bombs, extra lives, etc... The game also conveniently asks if you would like to save your game after each level.



From the red sands of Mars, through a haunted house, and under the sea, Virtuoso offers three different scenarios.

The levels are varied, which is a big plus and have plenty of niches and corridors to explore and hide behind.

Virtuoso's main claim to fame is its graphics. Visually, Virtuoso looks very good. The three levels—Mars, the Haunted House, and the Undersea Biosphere—are all very nicely defined and look excellent. The game takes place mainly in confining tunnels, but has slopes, pits and wide open areas as well. The monsters—ranging from killer snowmen, giant snowballs, ghosts, guys with uzis, giant octopi, scorpions, eels and other ugly nasties—are rendered and look great.

Hard Rock Sounds

Virtuoso's audio is pretty good. The soundtrack—done by the unsigned rock group, Thai Dyed Suicide—is adequate with some interesting tunes that play during the game, but nowhere near the level of Quarantine's or Road Rash's cool tunes. The sound effects are nicely atmospheric, though, and the sound of monsters creeping around you is actually helpful to playing.

The levels are varied, which is a big plus and have plenty of niches and corridors to explore and hide behind. Interestingly enough and probably the only advantage to having your character standing directly in front of you is his ability to hug the walls and move tightly along them to avoid enemy fire. But, the fact of the matter is that, at its core, Virtuoso is a Doomer. The perspective is the same as Doom and that proves rather detrimental to the game's self

proclaimed "Unique 3rd-person perspective."

What this 3rd person perspective really does is restrict your line of sight. Had the developer moved the viewing perspective to a higher angle, so you could actually see around the character without having to physically move him out of the way (another use for hugging the walls), the game would have been much more interesting and innovative. As it is, you can't help but get the feeling that Elite (the makers of Virtuoso) could have done better.

Control is on the sloppy side as well—again, partly because the player's character is right in the middle of the screen. Everything has to rotate around him and aside from the incidental Sam Raimi style effect of watching the scenery move without any relation to the subject, it makes control feel even more clumsy than it already is. You also can't run, nor can you move and shoot at the same time—both unfortunate oversights to playability. Your character has virtually no capacity to aim on his own, so you have to accurately aim him as well. The player character can, however, rotate and fire simultaneously, which is cool. Monsters in the game can be obnoxiously tough to kill at times, especially since you have to stop shooting to back away (you can't do both at once).

Virtuoso is not a masterpiece, but the good graphics and interestingly claustrophobic levels make it worth checking out as an odd aside to the Doomer genre. The game would have been much better served had they not attempted the "unique 3rd person perspective," but even then it would not have been anything more than a standard Doom clone. Overall, there is probably enough here to make Virtuoso worth a look for fans of the genre.

3

Tactics: Counter the armed guards (top) by shooting them as they hide. A map is available (middle) for each level—once you discover the hidden piece. The giant bees (bottom) are not tough, but the shadow graphic and sound indicate that you are being hit.

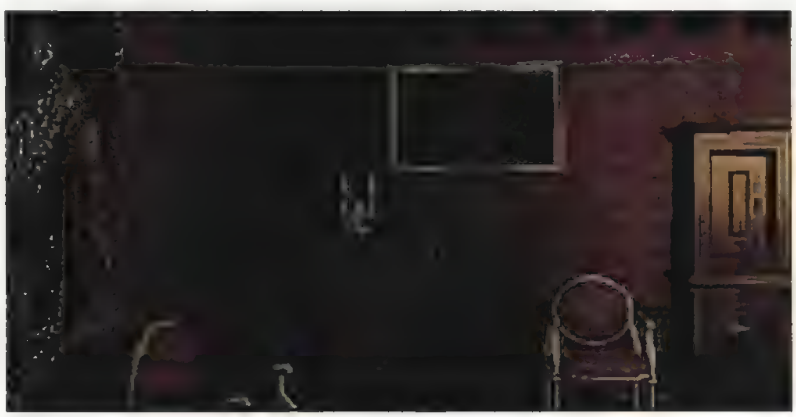
D

A computer generated occult mystery of personal realities.

D is one of the most interesting attempts at Full Motion Video in a while. D could be seen as a stepping stone between the simplistic screen update system used in Myst and the free scrolling environment that have made games like Doom all the rage. When you move to a new location in D, D's graphics engine plays a pre-rendered movement animation to give the impression you are lumbering through D's horror-themed environment. The graphics in D are all computer rendered and look fantastic. The atmospheric sound effects and music were created equally as well and combine with D's visuals to give a very suspenseful and involving play experience.

The reason D works so well is because the designers at WARP (the same folks in Japan who brought us Trip'd) had the intelligence, competence, and visual style to produce full motion video sequences which are captivating. From a cinematic standpoint, D's visuals were done right—the camera angles, the viewpoints at any given time, the lighting, virtually everything in the game suggests a lot of planning and competence from someone who knows how to effectively utilize the tools and skills of a true filmmaker. Without a doubt, on a visual and stylistic level, D is a successful title.

But, there are trade-offs for choosing style over substance as consistently as D does. First, as the intro in the manual states, the designers wanted D to be a movie-like experience, so they purposely did not include either a save option, or even the ability to pause the game. The lack of just one of these very necessary options in a game would



D is a feast of computer generated sceens.

have been unfortunate, but both? I would have also preferred a way to speed up the game's slow pace as well.

Since D must be completed in one sitting, be prepared to knock out at least a little less than an hour to complete it. You will probably require well over an hour until you know how to negotiate all the puzzles. The game has a two hour time limit, though even when first playing I never had a problem beating the clock. The bottom line is that D is not a very challenging game—especially considering that you really cannot die. The time limit is your main concern.

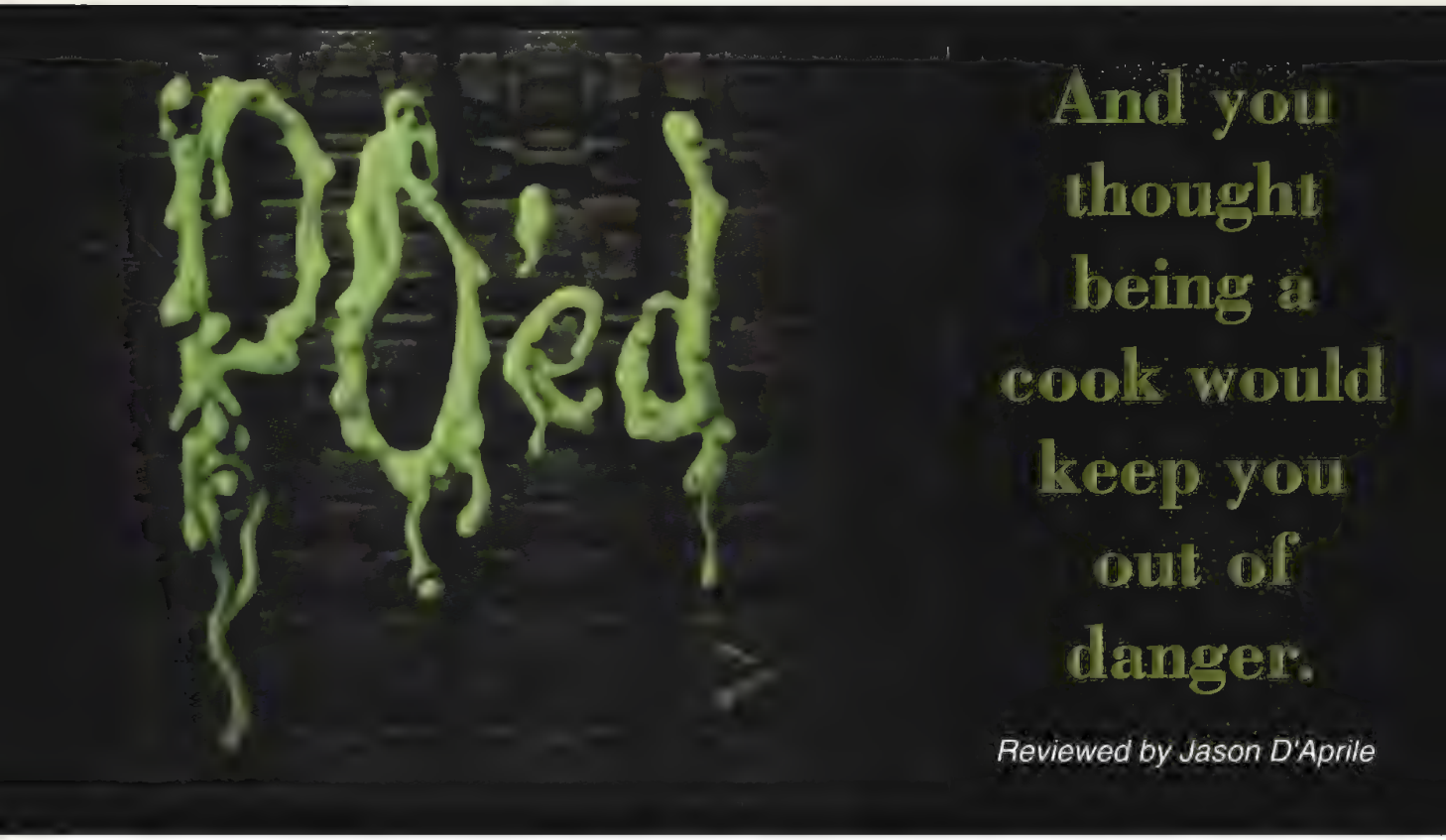
D's storyline in conjunction with its very compelling, exquisite visuals will keep you involved. D opens with a brutal mass murder in an LA hospital. The murderer is Dr. Richter Harris, the well respected director of the hospital. You play the role of his daughter, Laura, who enters the hospital to learn what could have turned her father into such a monster. As horror premises go, D starts out great and keeps its tension and mystery level very tight throughout. My main complaint with the story is the meaning of the "D" of the title. I know I couldn't help but groan when I found out and you probably will as well (it also makes the original title of the game, D's Diner, unbelievably tasteless).

D is a game that works mainly on its presentation, excellent sense of style, and visual direction.

The computer generated sequences (above and top) in D provide the information needed to successfully complete the game.

D is a game that works mainly on its presentation, excellent sense of style, and visual direction. The cinematic qualities of D make the weaknesses of the title as an actual game less noticeable for at least the first few times you play. There is no doubt D is entertaining and engrossing. Unfortunately, its slow pace, lack of save and pause options, simple puzzles, and inevitable lack of complete control make it less than it could have been. As with virtually every FMV game ever made, D is eye candy. But, in its defense, D is some of the finest Computer generated eye candy put onto a CD to date.

3



And you thought being a cook would keep you out of danger.

Reviewed by Jason D'Aprile

The 3DO system is the ultimate console system for 3D virtual world immersion. I've been saying it for some time now, and every time I do, a new title comes along to prove me right. Continuing this trend is an upstart company, Any Channel, who has combined the intense, first person, adrenaline pumping action of Doom with the wonder, spectacle, and awe-inducing perspective of free flight. And believe me, the results are simply incredible. Pushing the 3DO into its 3rd generation glory, PO'ed is a first person shooter lover's dream come true. It's intensely hard, fast, violent, and can induce vertigo.

I've been keeping up with the game for about a year now, and even in its early stages (The 3DO Company has had several early levels on its sampler disks) I knew it was going to be a genre killing game. Now that the game is finally finished, PO'ed does not disappoint. Doom has the momentum, atmosphere, and great concept of wiping out the hordes of hell, and has always been an involving, impresive gaming experience. But, when PO'ed and Doom are side by side on the 3DO rack choosing between them isn't going to be an easy decision.

I love Doom, but PO'ed one-ups it in at least one very important way—PO'ed's scoping levels, and freedom of movement granted to explore them allows for viewpoints, fire fights, and mobility that is virtually undreamed of in

Lots To Do
PO'ed excells at a variety of alien antagonists (left and far right top to bottom) and assorted weapons with superior 3D enviornments and puzzles.

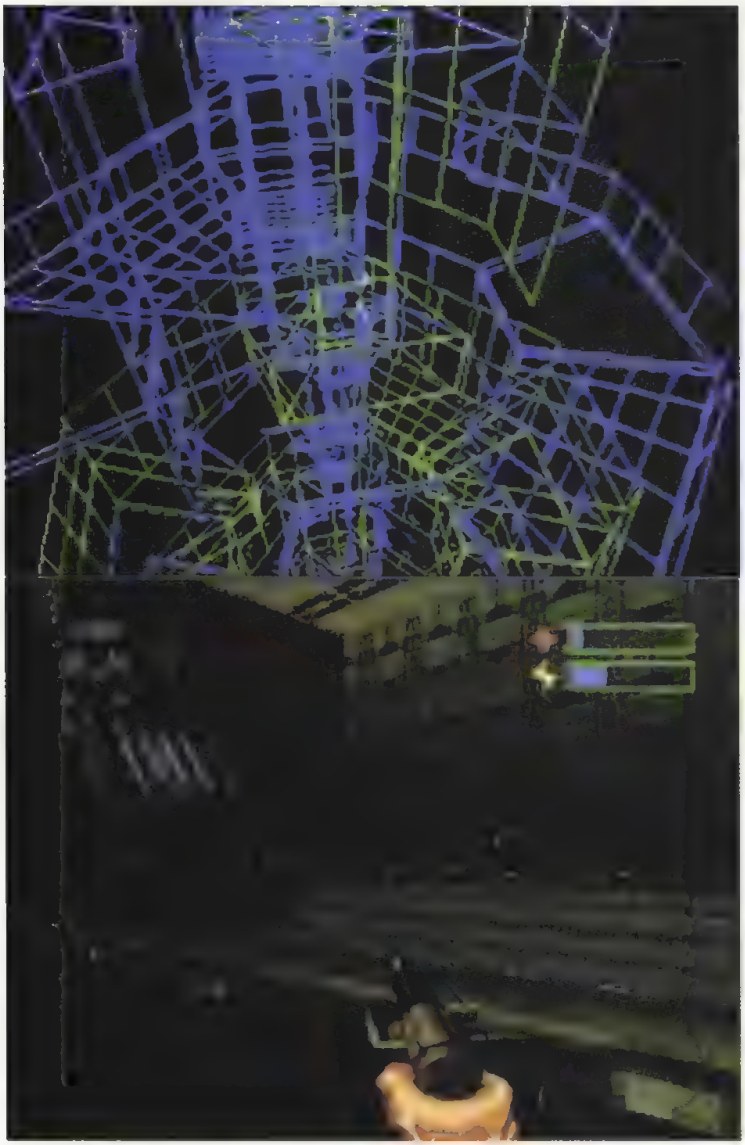
any other first person shooter available. Also, the fact that many of the levels are actively connected, and allow access (though limited) to each other adds to the overall continuity of the game.

Abandoned

PO'ed's plot is threadbare but effective. You are the only actively surviving member of the crew of the USS Pompous, a space marine vessel that finds itself overrun by vicious aliens and stranded in a huge city-like space construct. The marine squad has been annihilated, and the ship needs to be repaired before you can escape. The aliens have taken hostages for their own purposes, and only you have the means and ability to stop them. You, being the ship's cook, are initially armed with only your trusty frying pan (maybe Steven Segal should have played this role).

Much of PO'ed is done in an over the top, humorous way—from the plotline to the gratuitous amount of blood (how about that powerdrill?), and obnoxious alien creatures. The mix of truly intense, even frightening action, and absurd, comedic touches works exceptionally. PO'ed is a prime example of an overused concept (as in, "the Doomer") done in a way that makes it seem fresh and exceedingly entertaining—so much so that the game, despite its very derivative roots, doesn't feel tired, overused, or even all that derivative. Just look past the 3DO rack to the hordes of PC and 16-bit titles that continually copy one another, and you can see just what a feat of design and execution this really is.

Control is excellent. PO'ed supports the flightstick and, as usual, control is even more convenient, and involving (looking around is much easier, which could very well save your life during the game). There are a great deal of controls to utilize in PO'ed, and the control layout is quite comprehensive—much more so than most Doomers. More complex controls is necessary because PO'ed not only gives you a jetpack (it's not hard to find early on in the game), but plenty of reason to use it. PO'ed contains towering skyscrapers, gaping pits, sprawling catwalks and all manner of other scenery—including the claustrophobic tunnels that gave Doom so much



PO'ed has a great map interface (top) that provides a full 3D interactive display of where you are. One of the best features of PO'ed is the sense of space and size in the graphics.

of its intense atmosphere, and exquisite textures ranging from crystalline-style environments and marble floors to archaic mechanical structures and high tech computerized levels.

There are stairs, elevators, teleporters, gaping drop-offs, ramps, ladders, radioactive pits, all in a complete 3D environment where enemies can attack you from all manner of perches and angles. There are even flying enemies that can swoop and soar through the wide open environments. Containing sixteen vastly different, and intriguing alien opponents, all with varying levels of artificial intelligence, PO'ed is never boring, and seldom even quiet.

There are a total of ten weapons that can be discovered, and they range from your initial frying pan to cleavers, lasers, power drills, flamers, and even the missile cam launcher that lets you guide the missile to its target. There is not a one of them that is not fun to use. You can fight on foot, or have aerial dogfights, thus allowing you to weave around shots, duck to a lower level, and blast upwards to nail an enemy with both surprise and fire power.

There are a total of ten weapons that can be discovered, and they range from your initial frying pan to cleavers, lasers, power drills, flamers, and even the missile cam launcher.

On foot, PO'ed allows you to run and jump from platform to platform, almost making the game feel like a sort of ultra-violent, 1st person platformer (similarly to the Playstation game, Jumping Flash, which is decidedly very non-violent). You aim both manually and with the help of the game's auto-aiming device (which varies in effectiveness depending upon the chosen difficulty level). Try to point your weapon as close to the opponent as possible, and the computer will compensate for the creature's depth and height level.

Graphically, PO'ed is, as mentioned, very diverse and extremely attractive. The game does suffers from a lack of close range detail (with blocky pixilation). Unfortunately, this flaw seems to be the bane of 32-bit games, and is as readily apparent on the Playstation as well as the 3DO. The walls in PO'ed, especially noticeable when turning a corner, are very two dimensional as well. PO'ed's worst flaw is easily the warping of its texture map walls when you get up close to them, however, and this effect (which looks as if the wall were bending and distorting) can be very confusing—and even dangerous if you are near a drop off. There is also an occasional problem with texture map flickering, and split second disappearances of the wall when your character is against them, but it was fairly minor overall.

You are a cook (right, top to bottom) with no shoes and a frying pan, but, working your way through the alien swarm, you find more weapons and learn how to use them.

In some of the more expansive levels, where you are in a huge, open area, PO'ed sometimes suffers from a relatively noticeable, though not harmful, amount of slowdown. Also, when switching weapons, the game has to load up the new selection, which takes about two or so seconds and can really be problematic if you are caught in the heat of battle. Another minor flaw of note is that, even though you have a very free range of vision, the game does not allow you to look straight up or straight down.

The audio quality of PO'ed is extremely engaging. The sounds of the monsters skulking around the levels from all sides have been done incredibly well, and truly add to the 3D qualities of the game. The title screen music is also very good, though the game doesn't play any music during the actual game. Of course, the lack of music to distract your attention from the 3D assaults, and superb sound effects works in the game's favor—increasing its atmosphere in much the same way that Killing Time's superbly appropriate in-game music enhanced that game's overall effectiveness.

3DO games have been getting better and more impressive lately—from Studio 3DO's involving winners like Blade Force and Killing Time (and their slew of upcoming titles), to Space Hulk, and Wing Commander 3. PO'ed not only continues this upward spiral of gaming quality, it actually raises the bar. Games seldom get much more impressive, involving, or entertaining than PO'ed. If PO'ed gets the recognition it deserves, then its creators at Any Channel software will have put themselves on the 32-bit map—with good reason. PO'ed is one of the best games available in the marketplace today, and a prime reason to own a 3DO system.

3

Reviewed by Jason D'Aprile

EA's classic game of cyberpunk corporate corruption has finally hit the 3DO. Emphasis on the word, "classic," because Syndicate 3DO is virtually unchanged from the previous Amiga and PC versions—a fact that is especially annoying when you take a gander at Bullfrog's (the maker of Syndicate) upcoming Sony Playstation version. What we have here is, simply put, a solid, if unimpressive conversion of an old game that, when first released, was one of the most innovative, original and entertaining titles to appear from England in a while.

In Syndicate you are an upwardly mobile minded executive of a new criminal corporation (dubbed as a "Syndicate"— a term that came about during the 1940's heyday of organized crime, as in, "Murder, Inc."). To secure your place in the company (and also your continued existence) you must send a group of cyborgs into the cities and countries of the future to perform mostly violent objectives. Success means continued assurance that the country will be kept under your thumb, thus allowing you to tax the mindless and chip addicted citizens into repression.

Work your way through all the missions successfully and conquer the entire world a country at a time.

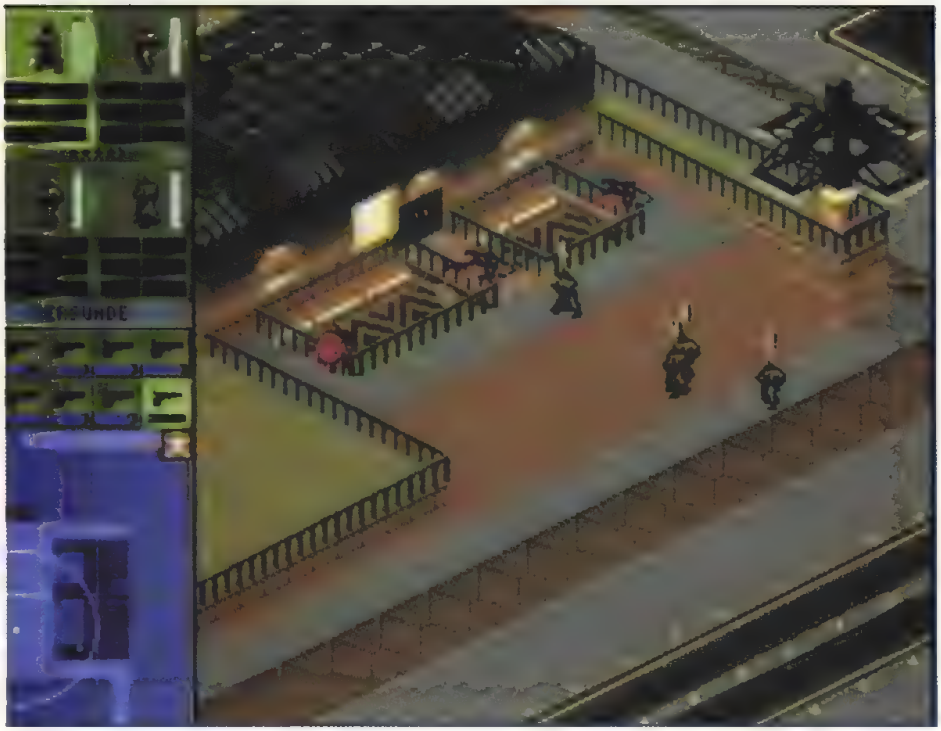
Frankly, Syndicate makes Mortal Kombat look downright virtuous. The game has you assassinating would-be competitors, drugging citizens for human shield and mob usage, as well as kidnapping, destroying, and just generally engaging in acts of rampant, remorseless violence. Blood and bodies sometimes, quite literally, cover the streets in this game. Use a flame thrower and watch your unlucky target go screaming, engulfed in flames and that's not even half of the sadistic touches to the game. The odd thing about all of this immorality and political incorrectness is that Syndicate is still a highly original, intelligent and entertaining game. Had anyone

but Bullfrog (famous for their other titles like Magic Carpet, Theme Park, Populous and Powermonger) tried, the results might have been disastrous. Fortunately, Bullfrog put intelligent, addictive and strategy intensive gameplay first, as opposed to emphasizing the violence.

It's hard to put Syndicate in a set genre. At heart, it takes the strategy element of the so-called "God Games" and combines it with the real time intensity and firepower of a great action game. Syndicate takes place from an overhead perspective, allowing you to view the active, living cities and all the roving inhabitants, while still keeping an eye on your cyborgs. You can scroll around the cityscape to see what might be lurking further on, or just watch the extremely realistic urban mechanisms. Pedestrians scurry from place to place, cops keep order (almost), cars roam the streets, and buildings have flow-through traffic.

You control your cyborg henchmen either as a group or individually, depending on the situation. Before a mission, you arm and equip them to your personal specifications. And all the while, your Research and Development people are working on creating new weapons and cybernetic attachments—like better limbs, chests, brains and other useful add-ons.

During the mission, you can adjust levels of steroid-like drugs in the cyborg's body to alter their intelligence, perception and adrenaline factors. Doing this will affect the cyborg's semi-independent actions and can improve their aim, sight and speed for short periods of time. Of course, the cyborgs build up drug tolerances, so you can't alter the drug levels haphazardly or keep the level up for long without suffering consequences.



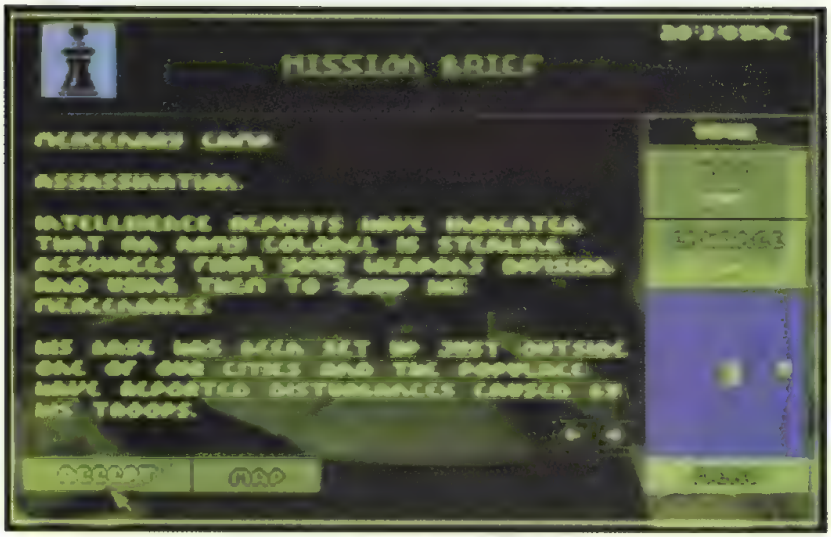
You control your cyborg henchmen either as a group or individually, depending on the situation.

Syndicate contains over 50 different missions that span the globe. The game's main goal is to work your way through all the missions successfully, thus conquering the entire world a country at a time. Ultimate success would make your Syndicate the most powerful crime organization of all time and make you the most powerful Boss as well. Of course, if you fail to complete a mission and lose all your cyborgs, then your executive functions are terminated, permanently.

Ultimate success would make your Syndicate the most powerful crime organization of all time and make you the most powerful Boss as well.

As mentioned, the 3DO version of Syndicate is a virtual carbon copy of the PC versions. The most notable flaw of the earlier versions is unfortunately visible here as well—that being graphic flickering and improper overlay. When your cyborgs (or other pedestrians) are too close to a building, sometimes they will disappear for a second, or other parts of the landscape around them will. It was a very minor flaw when I reviewed the Amiga version of Syndicate over a year ago, but on the 32-bit 3DO, there's really no excuse for it. Also, you still can't blow up, or even hurt, the buildings.

The computer versions of Syndicate were mouse driven games. Syndicate requires the player to control and monitor a great deal of things simultaneously and the mouse's quick, pinpoint response was a necessity for the game. The 3DO pad's layout for Syndicate takes some



Each mission (top) has its objective spelled out. How you complete your mission is your responsibility. Your cyborgs (bottom) are created from citizens who have been volunteered and then refitted with the best hardware you can afford.

getting used to (to put it mildly) and tries too hard to emulate the mouse-style controls. Unfortunately, the control pad's response time isn't as good, the pinpoint accuracy is gone, and the game makes no mention of any 3DO mouse support at all. Why Bullfrog didn't try to be a bit more creative with the control layout, I have no idea. The controls should have been tweaked to accommodate a console style controller and, indeed, a console system—giving you direct joypad control of your cyborg's movement for instance, instead of the sometimes irksome babystep clicking required to get your cyborgs from point A to point B safely.

I'm not trying to say that Syndicate's control is bad—it isn't—but it should have been handled more carefully and creatively with the 3DO and its controller in mind. The complex nature of the controls warranted a bit more effort by the designers and you will probably need the manual next to you while you get used to playing.

Despite the fact that it's a straight, unenhanced port-over and despite my gripes on the control layout, Syndicate is still a one of kind, entertaining and intelligently done piece of software. It's just a real shame that such an eagerly awaited (and belated) title like this should get such a shovelware treatment. EA and Bullfrog could have done much more with Syndicate to utilize the 3DO's power. But, just the same, Syndicate has no peer on the 3DO shelves, as there has never really been another game quite like it and that makes it more than just worth a look.

One last note: Check out that K-A ("Kids to Adults (6+). Animated Violence") rating. If that's not a sign of problems in the ratings board, then I don't know what is. I don't want to know the 6 year old that plays this game (or its parents). Syndicate should have gotten a Teen rating, period.

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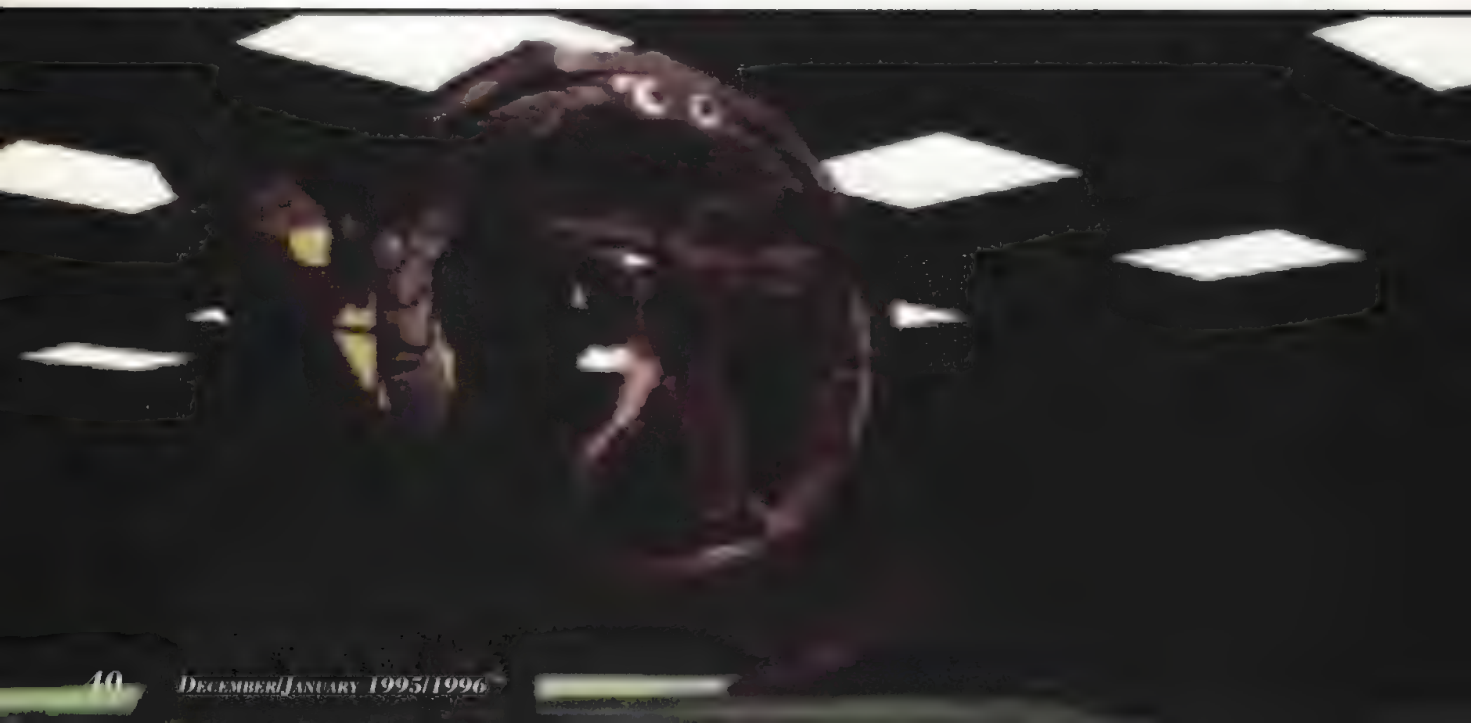
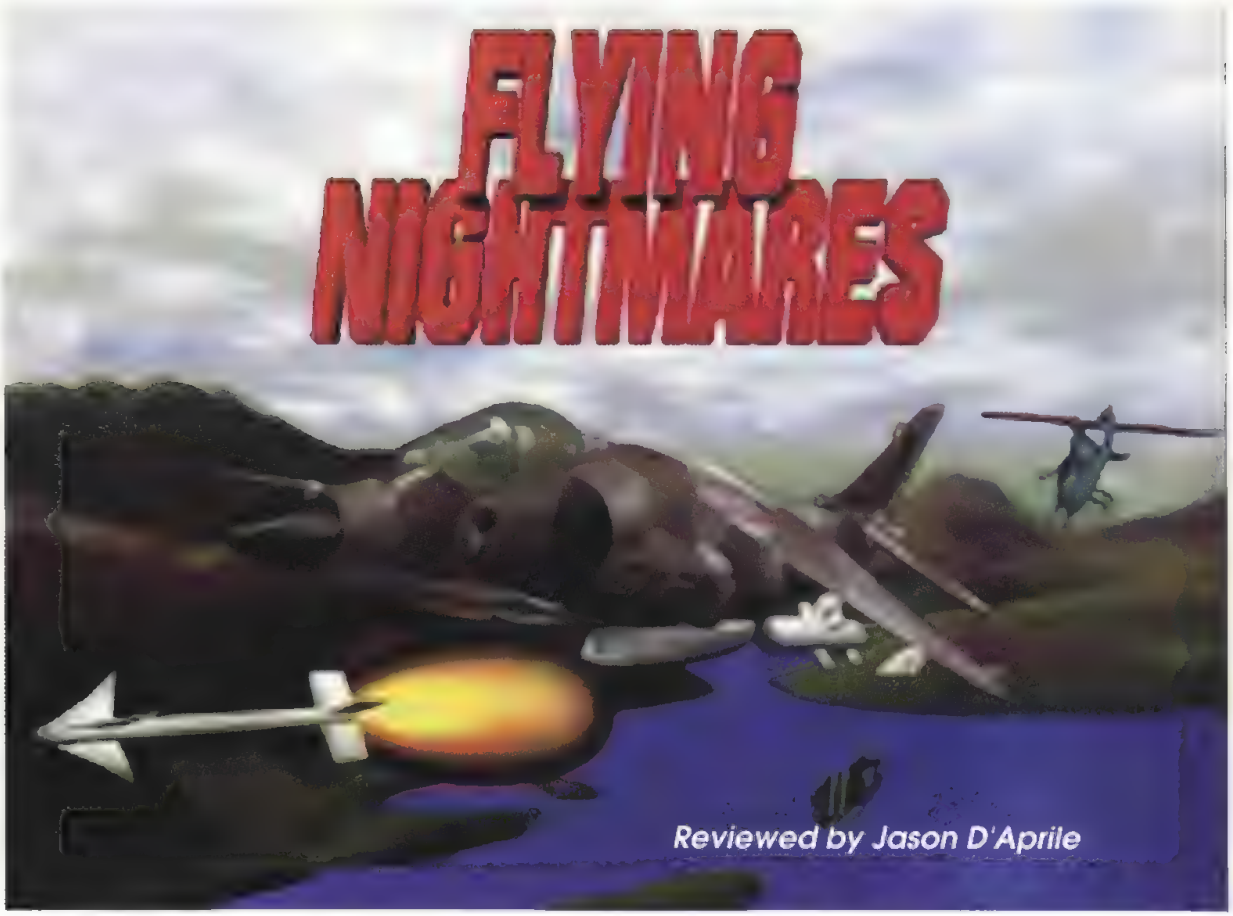


FLYING NIGHTMARES



Reviewed by Jason D'Aprile

Discover what it takes to fly one of the world's most sophisticated aircraft.

The AV-8B Harrier 'Jump Jet' could very well be one of the most complex and difficult to fly pieces of aircraft in the world today. A hybrid Vertical take off and landing, or VTOL, fighter aircraft, the Harrier combines the attributes of the jet fighter with the maneuverability of a helicopter. To learn to fly such a craft literally takes thousands of hours of flight time and training, and, more than likely, a career in the military. Or, alternatively, you can opt for the virtual Harrier experience now on the 3DO, and save yourself some unsightly crashes, obnoxious superior officers, and a crew cut.

Flying Nightmares, by Domark, stands alone in not just the 3DO software arena, but in the console

Cockpit view is limited and control is critical to obtaining your objective on each mission.

Landing can be accomplished either as a normal aircraft or vertically as a helicopter through skill with the variable position nozzles.

and various combinations of aerial strikes. The game would have been better served overall if it would have plainly spelled out the mission objectives—sometimes the actual target is a bit uncertain.

fast paced one. The controls can be sluggish, and maneuvering or trying to counter a bad move can sometimes be frustrating. The manual suggests Flying Nightmares as a perfect reason to get a Flightstick, and I have to

Flying Nightmares is not a game that you can just jump right into.

Flying Nightmares is not a game that you can just jump right into. It doesn't lend itself to instant playability, and learning to control the Harrier will really make you appreciate just how smoothly, easily, and quickly the space fighters in Wing Commander are to fly. It will also bring about new respect for the force of gravity, and the ground.

Flying the Harrier may be a harrowing experience, but it is not a

agree. If Wing Commander 3 did not do it, then this game will. I have to admit that I found the game to be virtually unplayable with the stock 3DO control pad. It reminded me of trying to move a large work horse in a direction where it most decidedly did not want to go.

Even with the Flightstick, the Harrier at times bears resemblance to a recalcitrant steed—especially when using the nozzles that allow the jet's

market as a whole. This is not some shoot 'em up based loosely upon a real fighter, with realistic elements twisted beyond recognition to produce a user friendly, mindless action experience. Flying Nightmares is a true, honest to goodness flight simulator—and it is far from user friendly or mindless. Plus, due to the inherent difficulty, and very steep learning curve, it is also an extremely risky product to bring out for a console system. Of course, original titles like this are one of the things that set the 3DO apart from its competition and, on the whole, Domark should be commended for releasing the game.

If you ever met a Harrier pilot, in all likelihood, you would be meeting someone who possesses not just an incredible amount of skill, dexterity, and near perfect reaction time, but also an extremely commendable sense of self-discipline, will power, and excellent eye sight. Given the skill involved in piloting such a jet, it only makes sense that a simulation based upon it would also contain the elements of challenge inherent in flying the real Harrier.

Flying Nightmares tries very hard (possibly harder than they should have) to create as realistic a Harrier flight experience as possible, and I think they succeeded. The Harrier is not too fast, and rides pretty clunky, but, once you get the hang of the controls, it is a lot of fun to just see what it can do. Not to mention, you can arm one to the teeth, which is always a plus.

Flying Nightmares takes place in a Mid-East, Gulf War-like scenario, and sends you to perform specific mission objectives (like most flight games) that will eventually lead to the good guys overcoming the very bad men who are, presumably, pillaging, destroying, abusing, and just generally doing the awful things that tyrants do to the local populace.

Your missions include tracking down ground based targets, dogfights against several different types of enemy aircraft, flying with wingmen,

very special hovering and sweeping abilities. Flying such a craft is not going to be everyone's idea of fun. The learning time involved in Flying Nightmares is possibly too much for some gamers to devote to a single game. But, the game is playable, the Harrier is controllable, and, while you might never be able to land the jet without the autopilot, proficiency does develop soon enough.

The control layout does have several oversights, and, in my opinion, several poor choices by the designers. Several of the controls require pressing two buttons simultaneously, with no margin of error. In particular, the applying (or disengaging) of brakes was much more of a hassle than it should have been.

Graphically, Flying Nightmares is very sharp. The polygons that make up the various vehicles and buildings in the game—be they air, sea, or land based—are well textured, and have a high level of detail. The landscape is excellently textured, and provides a compelling battle environment. The sound effects and music (done by parts of the rock group, Jesus Jones) were good, and the presentation, as a whole, provides a very good theater of war atmosphere.

Flying Nightmares is the only true flight sim for the 3DO, and this is a position it will probably occupy for awhile. I doubt any other company will bring out such an intense game.

Flying Nightmares would have been a difficult game even if it had more arcade features, but, with all its realistic variables, it is even more challenging. The realistic features and attributes of the game will offer a challenge that will provide a long and involving play experience. However, the challenge may make it too difficult for some gamers. Flying Nightmares is not easy to play, and it certainly is not easy to master, but that definitely does not mean that it is not fun or entertaining for those who want to put in the effort.

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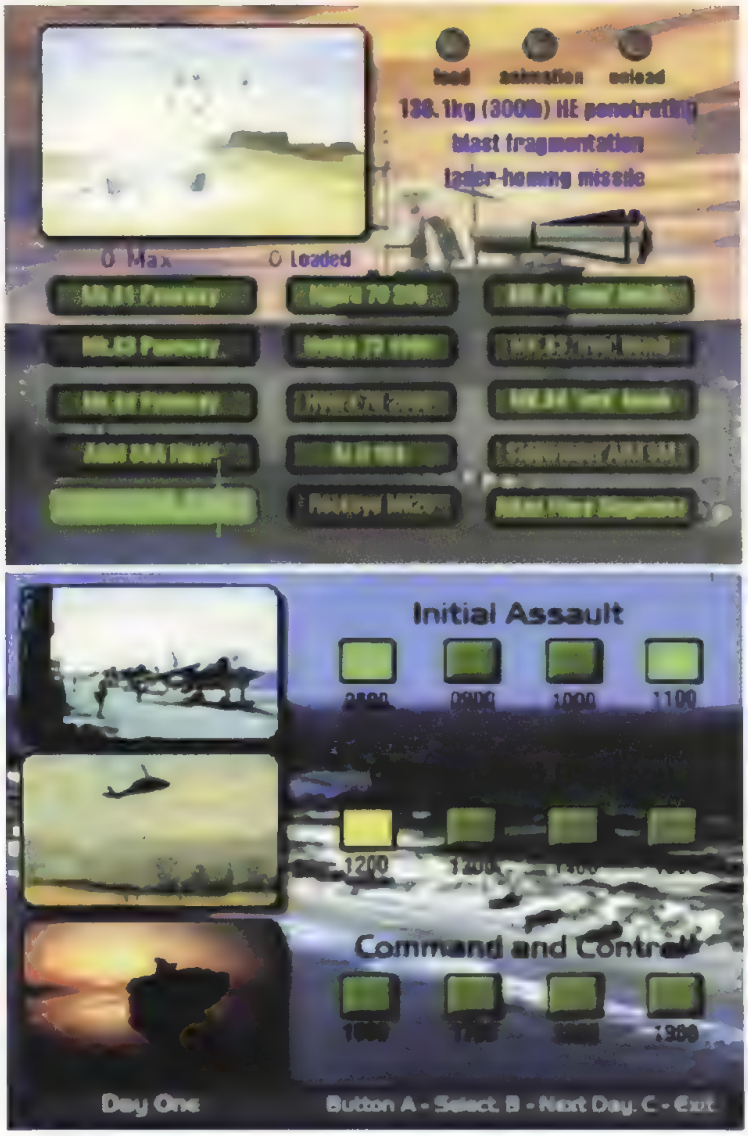
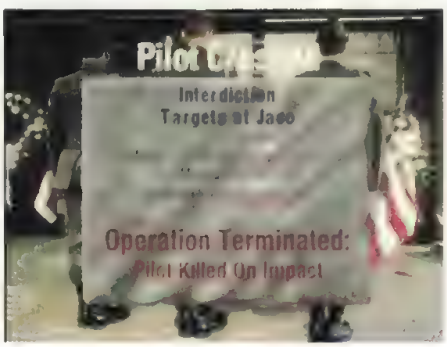


Each mission may require different armament and Flying Nightmares allows the pilot to prepare his plane with what he needs. As an aide in providing the correct munitions, some classifications have animations that show the weapons in use (top).

Flying Nightmares can either be played as an arcade game or as a military campaign. Either choice includes the same 36 different missions (above), however, with the arcade game, all you lose is points. With the campaign series, you may find your military career cut short (right).



QUARTERBACK ATTACK

Quarterback Attack is about in-your-face action. From Coach Ditka's suggestions, criticisms (top), and praise to watching the opposition's defense for an opening, QA plays entirely through the eyes of a young rookie.

Quarterback Attack from Digital Pictures lives up to the claim of being "The Professional Quarterback Simulator". The title is truly an in-you-face first person experience. Unlike most other interactive titles, in which full motion video is sparingly used or is restricted to opening sequences and fillers, Quarterback Attack utilizes full motion video throughout the gameplay.

Even the mascot is in the act.

Quarterback Attack features former Chicago Bears' coach Mike Ditka. You, as a highly recruited rookie, are pressed into service due to the shoulder injury of the first string quarterback, Pete Nebbit. No pressure, but the entire game rests on your ability to run the offense, a fact that has been made blatantly obvious by your fellow teammates and Mr. Ditka himself. After a rousing locker room pep talk, you and your no name team take the field.

There are six different skill levels available for gameplay including Junior, Junior Varsity, Varsity,

You are the Quarterback and you are in charge.

College, SemiPro and Pro. Game length can also be set from 16 to 60 minutes. Quarterback Attack's options menu allows you to save a game, load a previous game, view high scores, or delete a game. Another option provides you with an on-screen diagram of the correct use of the controller during gameplay.

You are the Quarterback and you are in charge. You have the option on every play to pass, run, punt, or kick a field goal (the last two should only be used for fourth down needs, however you can make the mistake). Your run options are limited to 10 plays, while your passing play can come from one of 95 options, each of which has three possible receivers.

As the quarterback, you are fully immersed in the sights and sounds of that position. Your job is to call the plays for the offense, requiring a sharp wit and good execution or a 300+ pound defender will be acquainting you with the ground and providing you with some constructive criticism. This encounter is made all the more unnerving by the first person perspective you have from the in-the-helmet view of the quarterback. Remember, Mike Ditka plays an advisory role in this title. He will recommend plays but it is ultimately your job to decide what is best in a certain situation. However, Mr. Ditka will let you know when you have failed. He will also let you know when you have succeeded.

The full motion video segments provide the information on defense, receivers, and more that you need in order to make the right decisions. While the video quality is not the best that we have seen, this is probably the best use of full motion video in any console game so far. While some other games use FMV to set the stage and advance their storyline, Quarterback Attack makes an it integral part of the gameplay.

With the variety of player levels, the intense action, and the in-your-face video presentation, Quarterback Attack should thrill any football fanatic or even the armchair quarterback in your family.

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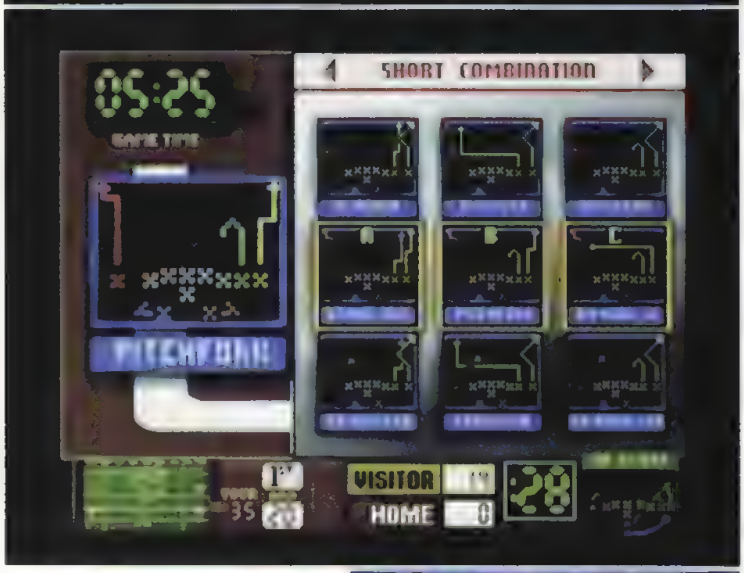
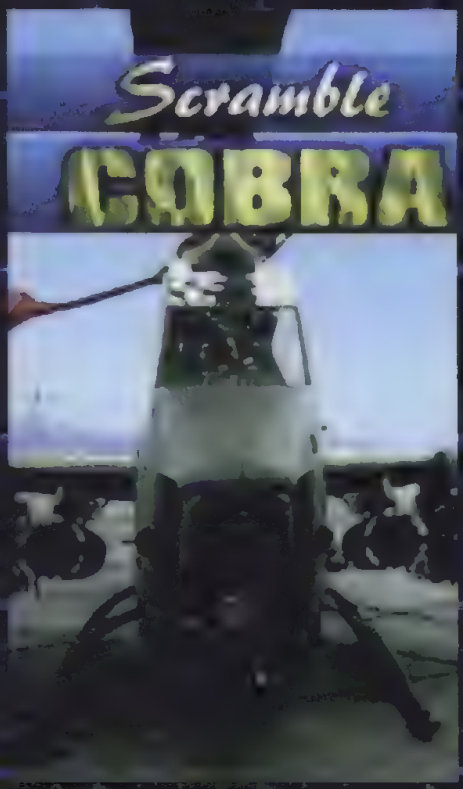


Some videos, such as the much needed reception (top) are displayed from a sideline or other camera angle—so you can stay with the action. Choosing a play and remembering how it goes is easy with the play's color chart (middle) which is viewable as you play the down. QA keeps track of your stats at the end of the game (bottom).



Scramble Cobra uses computer generated video as well as actual video clips to illustrate the missions.

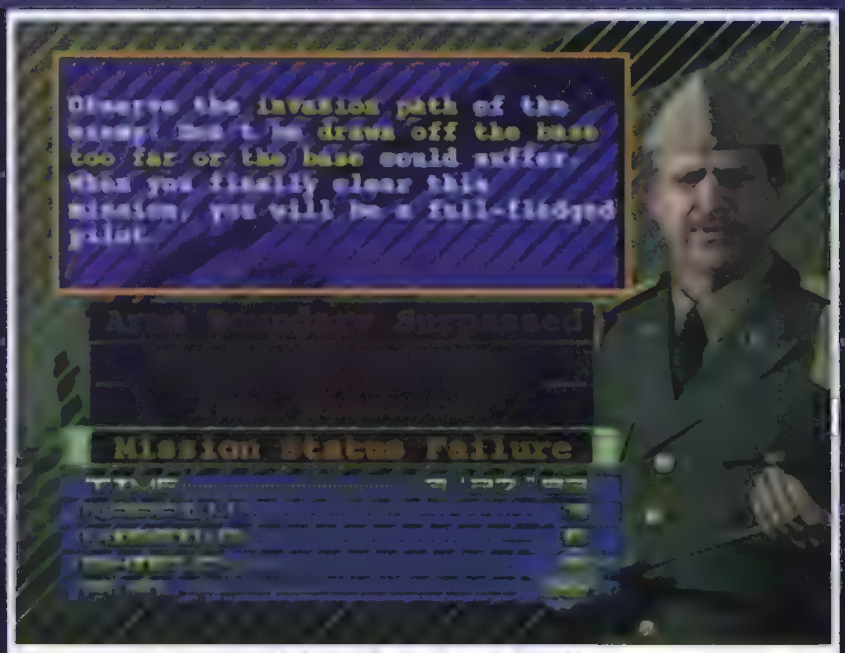
Fight a mythical war in full 3D helicopter simulation

Reviewed by Scott Brown

There is nothing better than a good combat simulation. Shockwave is a fair example. It is great to have a series of missions that you must complete to improve your skills for the next. Scramble Cobra is just such a game.

Scramble Cobra is forty missions plus training missions (and a secret mission at the end). The first five missions can be performed in any order, however, it is best to do them in sequence because each tends to teach you a different skill you will need later in the game. The second five missions must be performed in sequence.

There are seek and destroy missions, convoy protection missions, rescue missions, and more. Each mission is different but the individual missions run the same each time they are played. It is essential to learn the objective and then strive to find the best way to win with the minimum amount of damage.



You receive a complete briefing before each mission.

Each mission is preceded by a different video of cobra helicopters on maneuvers. Then an officer begins briefing you (through a poorly lip-sync video) on the mission as he stands before a computer generated map. You are given your objectives, your point of attack, enemy strongholds, as well as your supply source. Every mission also has a time limit, however you can lose on some missions if you are not quick enough in your early objectives.

The cobra cockpit is similar to Shockwave's with many of the same instruments in the same place. The video screen is also your radar screen and, unless you turn off the video, you may find you are interrupted in the heat of a battle by a "reminder" from your commanding officer. You have a finite amount of missiles, ammunition, and fuel so it is always a good idea to not only know where your supply truck is waiting, but also to defend them from attack whenever possible.

Scramble Cobra's controls are very easy. The Up directional is your forward thrust, the down directional is reverse thrust, and you tilt the craft with the right and left directionals. The right shift and left shift levers turn the cobra. The A button is your vulcan machine gun trigger (which can become too hot during a fire fight). The B button fires your missiles and the C button drops napalm (it is a good idea to fire the missile and drop the napalm when attacking a large building).

The cobra handles easily and each mission can be successfully concluded in one sitting. The earlier missions require a patience and skill. You must pace your attack in such a way that you do not lose your supply source or miss the objective. Some of the later missions require less combative skills and more dodge and run tactics.

Each mission requires a different style of attack, the defend mission (top) as well as the penetrate and destroy mission (bottom—notice the missile the cobra has just dodged) refine skills necessary for later missions.

One major downside to the game is the "commander" sequences during the briefings. These would have been better done if the voice-overs had been used with the animated map sequences or the actual video footage.

Scramble Cobra's graphics are good with a real virtual world feel to the scenarios. The missions are clever, however, it would have been nice to have more of them. The secret "Burning Cobra" ending utilizes video footage from Burning Soldier and was a little unnerving. However the combat was fast on this level.

I enjoyed this combat simulator, even if it seemed the game was over too quickly. However, I have enjoyed replaying certain missions to see if I can improve in efficiency. If you are a fan of combat simulations, Scramble Cobra is worth a look.

3

Did You Miss These?

NOVEMBER/DECEMBER 1994

In the pages of this issue, have breakfast with RJ Mical, a member of the original 3DO development team, and hear his views on the past and future of the 3DO universe! Also, read reviews of some of the 3DO system's most successful games, such as Road Rash, Who Shot Johnny Rock, Shockwave, The Incredible Machine, Burning Soldier, and games adapted right from the arcades, such as PaTaank and Real Pinball. Also receive the 3DO Software Guide, an exclusive list of products for the 3DO system available now and in the near future. Plus, as an added bonus, get a rundown of the 1994 3DO Developer Awards, and find out who took home the trophies in the major categories!

JANUARY/FEBRUARY 1995

This issue contains an exclusive interview with Trip Hawkins, the 3DO Company's President, CEO, and head evangelist. Mr. Hawkins expresses his view on the times and opportunities for the 3DO system, as well as his Road Rash experiences. More of the 3DO system's hottest games are also reviewed, such as FIFA International Soccer, Street Fighter 2 Turbo, Shock Wave: Operation Jumpgate, Guardian War, Way of the Warrior, Off-World Interceptor, and Station Invasion. In addition to these is a guide to Demolition Man, the 3DO system's game version of the popular movie, which features full-motion video clips from the film! Finally, go behind the scenes of VR Stalker, and discover the trials and adventures of a new game development team as Morpheus President, Ken Bretschneider, speaks with 3 and reveals a new title, Saturncide.

MARCH/APRIL 1995

Travel to the 1995 Winter Consumer Electronics Show and learn the newest advances in gaming products, such as Panasonic FZ-10, MYST, Doom, Killing Time, PO'ed, Virtual Glasses and more. In our special What's Up! section, read about the 500,000 3DO units installed, Wal-Mart's retailing of Panasonic 3DO systems, and The 3DO Company's distribution of Domark 3DO titles. Game reviews include Theme Park, The NEED for SPEED, Shanghai: Triple-Threat, RETURN FIRE, Supreme Warrior, Jammit, Slopestyle, Space Shuttle, and Games for Her™, where you will meet ALG's Director of Marketing for Games for Her™, and hear how gaming is not just for males. 3 also offers an interview with Jim Ireton, the man who is responsible for GoldStar's 3DO multimedia sales in both Hardware and Software.

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Complete Your Collection!

JUNE/JULY 1995

This issue of 3 features an in-depth look at E3, the 3DO show in Los Angeles that was held in May. 3 provides you with a sampling of items shown or announced, such as American Laser Game's Fast Draw Showdown and McKenzie & Co., Defcon 5, Firewall, and many others. GEX, another feature, is the first contender which might have a realistic shot at taking the championship belt away from Nintendo's gorilla. GEX is a lizard with an attitude and a sense of humor, and his review is in! Discover the world of MYST, the highly acclaimed title which utilizes first-person perspective RPG, and allows the player to travel and solve the puzzles to reveal what really happened in MYST. Other reviews contained in this issue are Flashback, Star Blade, and Slam & Jam. Special interest features are also included, such as the MYST Strategy Guide, the Gex Strategy Guide, and M2, in which The 3DO Company announces the specifications for their M2 Upgrade.

AUGUST/SEPTEMBER

This issue contains reviews of Wing Commander 3, featuring Mark Hamill and Malcolm McDowell, Quarantine, in which you must transport periled citizens to safety in a taxi cab, and others such as Corpse Killer (in which you must thwart a madman's plot to raise an army of the dead) and Immercenary, in which your thoughts travel in cybertime and you must use them to save an entire society. Also, catch reviews of Zhadnost: The People's Party, Family Feud, Fun 'N' Games, and discover clues, hints, cheats, and secret codes for GEX, Slam 'N' Jam '95, Wing Commander 3, The NEED for SPEED, Syndicate, and Panzer General.

OCTOBER/NOVEMBER

This issue features reviews of Space Hulk, a futuristic adventure in which you must battle with reptilian villains, BladeForce, in which you are a lone vigilante in 2110 cleaning up a futuristic city with more realism than you could ever expect, as well as Mazer (a shoot-em-up is a three-quarter four-view blast fest). Other reviews include Iron Angel of the Apocalypse, Ballz, The Director's Cut, Ballz: The Player's Guide (an exploration of special codes and movements), CPU Bach, and also take a sneek peak inside The 3DO Company. Finally, enjoy an in-depth interview with Mike Ditka regarding his appearance in Digital Pictures' new football simulation Quarterback Attack.

3
For 3DO Enthusiasts

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